

DIEHARD

GAMEFAN

NEXT GENERATION VIDEO GAME MAGAZINE

VOLUME 2 • ISSUE 11

**"LOOK ON" WITH
SONIC & KNUCKLES
& GAMES IN ONE!**

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BOUDGERMAN
A DRIPPING REVIEW!**

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**INSIDE OF 32:
VIRTUA DELUXE
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IRON SOLDIER
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SOFT BANK, ANDY FELL, TREASURE, KEN, TERRY I,
JENNIFER, MINTHUB, ELEN, MARK, FIONA, AND ALL
OF OUR READERS.

I can't believe it, one more issue and it's another year gone by! Soon, it will be time to assemble our buyer's guides, and give out our Megawards, once again. The difference this year? That's apparent. Gaming has definitely grown up. We're staring at the fourth quarter that we've always wanted, but man, is it confusing!

I can remember, not long ago, when good games were hard to come by. But it seems that the experimental phase of the industry is behind us now. When I

went over this month's Viewpoints, I couldn't believe it. I've never seen so many high scores! I called in the writers and they confirmed it, "it's been a great month, we didn't have to review any bad games." That's a first. My question is usually, "Was it really that bad?"

There are plenty of talented programmers out there from the US, Japan and Europe, and for the first time I'm thinking that a market with multiple platforms, can succeed.

When we hit the aisles this holiday season, every major category will be represented with multiple good games. 16-bit is at a high point, especially in the action platform area, which has been lacking for years. There are even

a few good RPG's out there, but still not nearly enough. Sega needs to address this, or sign some third parties that will.

As 16-bit flourishes, 32-bit is off to a great start as well. The 3DO, after an 'interactive' start that almost tanked the company, (I hate to say I told them so) has awakened, with two high profile fighters and a good mix of RPG's, Adventure and Action games. The Jag also got off to a slow start, but now that software which showcases the hardware is available, the Jag should make

a huge leap in the marketplace. Standing in both of their ways, is Sega's 32X. While it cannot compete directly with either, hardware to hardware, the price makes it a formidable opponent and its compatibility with the Genesis

has million seller written all over it. As if that is not enough to think about, the Saturn, PSX and Ultra 64 are all looming in the background. If I had to pick one system, I'd go nuts! If gaming hasn't gone from the 8-15 yr. old demographic to the 8-35 yr. old demographic yet, it will now. It'll have to. Whether you've got a hundred, or a thousand to spend, you can walk away with one helluva home entertainment system, no matter what your age. It's about time.

"I can remember, not long ago, when good games were hard to come by."

ISSN# 1070-3020

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SIZE 22 EEE SHOES

ON HIS FEET.

HIS OPPONENTS

USUALLY WEAR THEM

ON THEIR FACE.



WELCOME TO KUNG-FU, SHAQ-STYLE. LIFE-LIKE ANIMATION FROM DELPHINE [THE MAKERS OF FLASHBACK] TURNS SHAQ LOOSE ON THE MANY FACES OF EVIL. FROM HIS MASSIVE HANDS TO HIS SIZE 22EEE FEET, YOU'LL FEEL EVERY SINGLE BRAIN-ALTERING BLOW.



SHAQ-HOUSE DEVASTATES MEMPHIS THE SCUMBAG.



SHAQ-ATTAG ROCKS THE VOO-DOO QUEEN'S WORLD.



TWO OF SHAQ'S ENEMIES, BEAST AND RAJA, GO AT IT.



SHAQ-SMAQ BRINGS THE EVIL AUROCH TO HIS KNEES.

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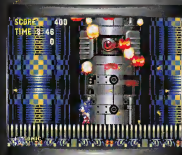


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GAME FAN

November 1994

NEXT GENERATION VIDEO GAME MAGAZINE



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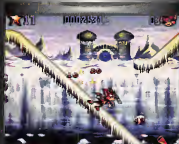
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COVER BY RARE



**All Art By:
Terry Wolfinger**

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the
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Brought to you by the insiders at Nintendo of America.

IN SEARCH OF THE NEXT LEVEL

The next level of video games is here, but it's not what you might think.



16-Bits Is Enough

Nintendo built a new kind of game in Donkey Kong Country—a game that looks so much better than anything yet available on the high-end platforms that people can't believe you play it on the Super NES. Believe it. At last summer's CES show in Chicago, showgoers insisted that there must be some sort of trick, like they expected to see a guy behind a curtain pulling levers.

New Hardware Not Necessary

For years you've been promised the next level of video games. Some companies like 3DO and Atari claim that their game systems are at the next level. Sega has claimed for years that Genesis is the next level. They also have said that the Sega CD and 32X will be the next level, at least until the Saturn comes along. Why don't they

level with you? Because the next level isn't necessarily a matter of high-priced new gear that will be obsolete almost before it leaves the package. Nintendo looked at it the other way around. Instead of engineering a new system every six months, why not improve today's games through new software development techniques? The result is Donkey Kong Country—the next level of video game sophistication, programming wizardry and total fun. And you can plug it into your Super NES Control Deck this fall. No gadgets. No gimmicks.



You won't need a special adaptor or a Swiss bank account to play Donkey Kong Country. (All you need is fast feet to get you to the store before the stampede.)

They kept asking what "chip" it used. The beauty of DK Country is that it doesn't use any special hardware, just awesome programming, and it doesn't need an expensive booster like Sega's 32X for the Genesis because the Super NES already has the basic equipment that can deliver incredible graphics and sound. No one thought that it was possible to put fully rendered computer animation on a 16-bit video game, but then Nintendo did it. Now the industry is rushing to catch up to the new standard that Donkey Kong Country has set.



Beyond The Hype

Most game companies thought that the next level of games would use digitized graphics on a CD-ROM drive. That's the hype behind multimedia systems promising new interactive experiences. But as anyone who has played most multimedia CD-ROM games can tell you, the experience doesn't live up to the hype. What's wrong with multimedia? CD-ROM is inherently slow and digitized animation is very limiting because real subjects are expensive to film and limited in what they can do. What's more, even with more than 500 megabytes of memory, you are limited to a frustratingly small amount of video animation. For true game creativity, you need to take a step beyond digitization to fully rendered computer animations. What that means is that you can create any character imaginable in three dimensions and the computer can move it any way you want, turn it at any angle and place it on any background. The technique is called Advanced Computer Modeling (ACM) and the result is a far more lifelike game experience. That's how Donkey Kong Country was made and it promises to be the future of video games.

Manipulations of Donkey Kong Country—like Diddy Kong—existed in 3D perspectives for the game developers at Rare Ltd. to manipulate.



Talking The Big Numbers

Both 3DO and Atari aspired to create the ultimate high-end video game system. Not only did each of the two new systems promise an evolutionary step up to the next level of gaming, the hardware featured some big numbers. Both systems claimed fast processing and enhanced graphics. But raw processing power doesn't make a great game. In fact, the most impressive numbers are the high end retail price tags of the systems—\$250 for the Jag and a whopping \$400 for the 3DO. So far there haven't been many games released for these new systems because the platforms haven't sold well. It seems that game players aren't convinced

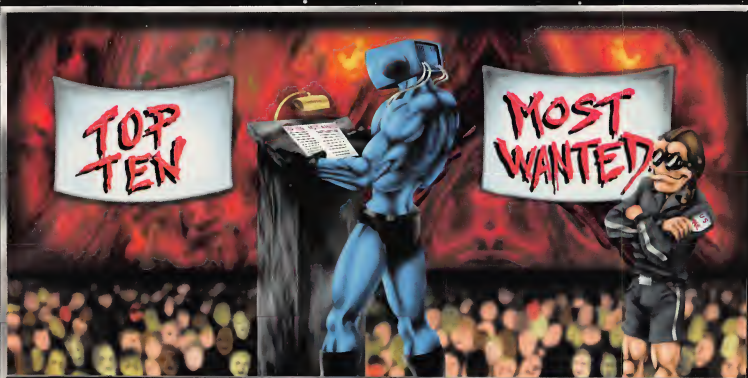
that 3DO and Jaguar represent the next level any more than the slow-selling Sega CD. As for Sega's 32X adapter, how many games do you suppose will be made for a tacked-on system with a life-expectancy of maybe a year? It's simple. The Super NES still has the best games in the world and it won't bankrupt you. Sometimes the grass (not to mention your wallet) is greener where you're at right now.



CYBERMORPH/ATARI
Jaguar may have more processing speed, but DK Country on the Super NES graphically outperforms Jag games released so far. Why? Because programming is more important than power.



TOTAL ECLIPSE/CRYSTAL DYNAMICS
3DO offers the vast memory potential of CD-ROM, but that means video games are subject to frequent, awkward screen pauses. For the price of the system you'd expect to be able to buy games as good as DK Country. Think again.



TOP TEN

1. Super SF2 (SNES)
2. Super SF2 (Genesis)
3. Super Metroid (SNES)
4. Lunar (Sega CD)
5. Virtua Racing (Genesis)
6. NBA Jam (Genesis)
7. Tempest 2000 (Jaguar)
8. Wolfenstein 3D (Jaguar)
9. Stunt Race FX (SNES)
10. Secret of Mana (SNES)



MOST WANTED

1. Aliens Vs. Predator (Jaguar)
2. Final Fantasy III (SNES)
3. Starfox 2 (SNES)
4. Phantasy Star IV (Genesis)
5. Donkey Kong Country (SNES)
6. Samurai Shodown (Any System)
7. Megaman X² (SNES)
8. Rayman (Jaguar)
9. Kasumi Ninja (Jaguar)
10. Killer Instinct (Ultra 64)

First Prize: Your choice of a core SNES, GENESIS, or GAME GEAR.

Second Prize: Your choice of one of the Picks of the Month in Viewpoint.

Third Prize: A **FREE** year of Game Fan!

Congratulations to the following winners of last month's contest:

First Prize: Chad Stocks of Salt Lake City, UT

Second Prize: Chris Jones of Glendora, CA

Third Prize: Matt Willis of Boylston, MA

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to:

GAME FAN TOP TEN 5137 Claretton Dr., Suite 210 Agoura Hills, CA 91301

Drawing is limited to One (1) entry per person per month. Hope to hear from you soon.

Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page.

**STRAP IN.
DRINK FUEL.
EAT ASPHALT.
BELCH FIRE.**

**WHO
SAYS YOU
HAVE TO SPEND
THE REST OF YOUR
LIFE DOING TIME IN THE
FAMILY SEDAN?**

MICHAEL ANDRETTI'S INDY CAR CHALLENGE

Michael Andretti's *Indy Car Challenge* will turn you into hell on wheels, surrounded by a pack of fire-belching, supercharged Indy Car racers. You're right in the thick of things with **hot Mode-7 graphics** and **realistic play control**. It's the most awesome tire-smoking, door-blowing fun this side of slappin' on a helmet and strappin' into 2000 pounds of rolling thunder.



Hold on for the ride of your life in the one-player mode!



Challenge a friend for head-to-head racing in the split-screen two-player mode.



Custom replay option lets YOU set the camera angles.

16 tracks of hot Indy Car action, featuring actual Indy Car track shapes—high-speed ovals, demanding road courses and challenging street circuits. Pit-to-car contact with world-class driver **Michael Andretti's actual voice**. You even get a **customizable instant replay** so you can relive

every bone-blasting thrill and chill. Win the championship and you get to pit your skill against Andretti himself.

"A cylinder melting Indy Car masterpiece... one of the best video driving experiences ever!"
Nintendo Power, Sept. 1994

Speed down to your local retailer and get Michael Andretti's *Indy Car Challenge*. Just remember: the race begins after you get home.



"Whether you're driving solo or going head-to-head, this game has the action, speed and intensity to take you all the way to victory lane. It's white knuckle driving all the way."

Michael Andretti
Michael Andretti



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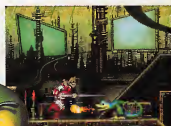


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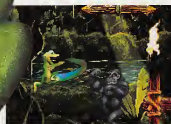


grasshoppers, tasty fleas and caterpillars. Not exactly the colonel's snack'n pak, but lip-smackin' good, just the same. Without these skanky nuggets o'bug **guts** to munch for power, you're roadkill, baby. Oh, you'll **bust** a few of Miss Manners' rules in

this 32-bit battle. But hey, only **wussies** worry about good taste, right?



Dana Gould, hyperactive star of his own HBO® cable comedy special, lends tons of digitized voice and attitude to GEX.



3D gecko action, 450 frames of GEX animation, hand-rendered backgrounds and CD-quality sound boost realism to eye-popping proportions.



Each world inspired by either King Foo, Shmuck Rogers, that Indiana dude, Boris Carkoff, and Roger Rabbit. (Legal lawsuits require us be vague.)



Call 1-900-737-4767 85¢/min. 18 or older; touch-tone phone only to hear Dana Gould's hilarious GEX routines. Yeah, it'll cost you a little, but you'll cough up a lung as he sends you reeling with side-splitting laughter like only a guy who OD'd on 70's TV can.

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HOCUS POCUS

Travel With Thy Controller In Hand To A Land Where Cheaters Prosper.

CASTLEVANIA BLOODLINES (Genesis)



The Incredible Hulk (Genesis)



UNLIMITED LIVES!

First enter the nine lives code found in the May '94 Gamefan - Go to the option screen, set the BGM on 5 and the sound effects to 73, then press Start. Once you're at the title, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A... the Konami code. NOW: Begin the game on any difficulty setting with any amount of lives. The INSTANT you die, slap Reset and begin the game again, but choose a different character from the one you'd chosen before. When the game begins you'll see that you haven't lost any lives and you're on the same level you died on! Cool, no? Inocenito Lopez, New York, NY

UNDOCUMENTED SPECIAL MOVES!

The following moves were not included in the Hulk manual:

- 1.) Super Stomp - Down, Up, Down, A. This will destroy enemies when standing on top of them.
- 2.) Pile Driver - Grab the enemy, then press A + B.
- 3.) Bear Hug - Grab enemy, then press A.
- 4.) Shoulder Tackle - Left, Left, C, Left (Use Right if facing right.)

Beauty and the Beast (SNES)



STAGE CLEAR COMMAND!

Pause in any stage and enter Left, Y, L Button, Down, and then press L and Select at the same time. Simple!

SHIEN'S REVENGE (SNES)



VIRTUA FIGHTERS ON THE SNES!!

Well, not really, but it's kinda similar. Hold L and R on Controller Two while pressing start on Controller One at the title screen - now player two can control the first level boss, Shura Nyudo, and player one is controlling Shien.

Controlling Shura Nyudo -

A - Large Jump

B - Small Jump

X - Attack with the Nata.

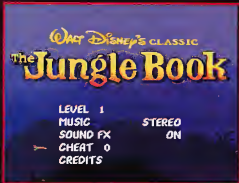
Y - Attack with the Bo.

L - Perform the "Sempuzan"

30 CONTINUES

Merely press Select seven times at the title screen on Controller 2 for oodles o' fighting power!

JUNGLE BOOK (SNES)



STAGE SELECT, SLOW-MO AND FLY MODE

At the Virgin screen, on Controller 1, press Up, Up, Up, B, B, Y, Y. Select, Up, Down, Left, Right, B, Up, Y. Then enter the Option screen. To activate slowmo, press R during play. To activate the Fly Mode, press L during game play.



COMMIT SCUMOCIDE.

In the year 2026, things get thug-ly when bionic gang Scumoclede tries to take over the entire universe. Captain Commando and his posse—Baby Head, Ginzu the Ninja and Mack the Knife—are up for the fight with a futuristic arsenal including the energy glove, knee rocket and subsomic knives. And huge moves like the Captain Kick, Flying Katana and Rolling Punch. In this straight

from the arcade hit, one or two players must commit Scumocide. Or face the end of all existence.



Baby Head better give his knee rocket launcher a quick charge before battling Yamato.

Captain Commando puts out the lights of the Electric Lady with his arm cannon.



Mack the Knife and Ginzu the Ninja use their bandage whip, slice and dice combo* on some Scum.

CAPCOM®

BREATH OF FIRE (SNES)

MEET CHUN-LI!

Enter the town of Bleak at night. Talk to the guy who says he can make 100 GP disappear, and answer "No" twice. Then answer "Yes." You'll then see a scene with Chun-Li performing her Hyakuretsu Kyakul Strange, huh?

Simon Tam, Englewood Cliffs, NJ

SEE THE REAL ENDING!

In order to see the best ending, you must get a special spell called Agni, which reveals the true form of the goddess Tyr. To get this spell, you must first have the "Dragon HT" and return to the Cave of Cleansing Water near Romero. Go through this cave again, then enter the water, which you can only do if you have the Dragon HT. There, you will learn the ultimate spell. Now, when you finish the game, there'll be a couple more minutes to the cool, new ending with some keen new graphics.

Andy Chua, Pottstown, PA

SAMURAI SHODOWN (GAMEBOY)

3 NEW CHARACTERS!

When you see Hachmaru's eyes in the opening, press Select 3 times. You'll hear a tone. Now you can choose Amakusa, the referee Kuroko, or the Porter!

FATAL FURY 2 (GAMEBOY)

PLAY AS THE BOSSES!

When you see the Takara logo, press select 3 times. Now you can play as the bosses!

FATAL FURY 2 (GENESIS)

ENTER THE "DIP SWITCH MODE!"

Press Down, Down-Back, Back, Down-Back, Forward, Y (Terry's Power Geyser command) at the Takara screen to enable the Dip Switch Mode. Now enter options and choose Dip Switch. Change the numbers to alter various areas of game play. For instance, changing the fifth 0 to 1 will allow you to perform a Super Ultra Attack by pressing the Mode button with Y.

DOUBLE DRAGON V (SNES)

+2 Reserve Points: L, L, L, R, L, R, L, R
+4 Reserve Points: Up, Right, Down, Left, Down, Right, R, R
+6 Reserve Points: Right, Down, Down, Left, Up, Right, L, R, L, R, L, R
Boss Code: L, R, Up, L, L, Down, R, R
9 Continues: Left, Right, Left, Right, L, L, R, R, R
Disable Dizzy: Down, Down, Left, Up, Up, R, L, L
Disable Throws: R, Right, L, L, Left, Left, R, R

DOUBLE DRAGON V (GENESIS)

+2 Reserve Points: Up, C, B, A, Down, A, B, C, Left, C, B, A, Right, A, B, C
+3 Reserve Points: Down, Right, A, C, Up, Left, A
+4 Reserve Points: Right, A, Down, A, C, A, Left, B, Up, Down
Boss Code: C, Right, A, B, A, B, B, Left
9 Continues: A, Left, Left, Down, A, A, Left, Left, Down, A
Disable Throws: B, A, Down, Left, Up, C
Disable Dizzy: Left, A, Down, Down, A, Right
Dagan Galarneau

THE NINJA WARRIORS (SNES)

LEVEL AND AREA SELECT!

At the title screen, hold down the X and Y, then enter A, B, A, A, A, A, B, B, B, A, B, A, B, A, B, A, B. Now the Stage select should appear. If you enter this code once more, you'll get an Area select as well!

Gibson Yen, Silver Spring, MD



STUNT RACE

FX (SNES)

PLAY THE BONUS ROUND
VIEW IN THE NORMAL
GAME

While playing normally, enter the long shot view and pause. Now press Select, X, Y, R, X, X, X, Y, L, R, hold Select and press Start. You'll now be in the bonus round

view! To return to the normal view, press Select twice.
Sean Oliver, Newark, OH

SONIC 3 (GENESIS)

PLAY THE MYSTERIOUS EIGHTH SPECIAL STAGE!

So you thought the eighth Special Stage was removed from the American Sonic 3, eh? Think again! To enter this secret stage, first enter the debug code - Up, Up, Down, Down, Up, Up, Up when Sonic appears on the title screen. Next, change the music to tune "1F" and press C. Then highlight Stage 2, hold the A button, and press Start to begin. You are now in the mysterious eighth Special Stage! To play this stage in a normal game, change the music to 1F, then exit the debug screen, and resume a saved game. When you're about to enter a large ring, press and hold A until the special stage begins. If you get the Chaos Emerald in this special stage, the game will acknowledge that you have one, but it doesn't show up on the save screen.

Tommy Hall, Hot Springs, SD

MORTAL KOMBAT!

Yes, indeed... Here's another case of Game Fan delivering the goods before anyone else. Unfortunately, these codes came in too late to get pics for, but rest assured - they work! From our man Eric Bianchi comes this pack o' codes... Remember, all SNES commands are entered during the character select screen.

MK2 SNES

Handicap Right, Up, Right, Up, Left, Select
29 Credits Left, Up, Right, Down, Left, Select
Shao Kahn Warp Right, Up, Up, Right, Left, Select
Jade Warp Up, Down, Down, Left, Right, Select
Smoke Warp Up, Left, Up, Up, Right, Select
Noob Saibot Warp Left, Up, Down, Down, Right, Select

MK2 GENESIS

Debug Mode To enter the debug mode in MK2 Genesis, enter
Options and highlight "Done." Now enter Left, Down, Left, Right,
Down, Right, Left, Left, Right, Right, Easy!
Eric Bianchi, Santa Ana, CA

PRO ACTION REPLAY

EQUINOX

7E00901A

All 12 Tokens.

7E1D0D01

Use with codes below to become invincible.

7E1F2A04

7E1F2D00

7E1F9A00

STUNT RACE FX (SNES)

07DDC6B9

Always finish first.

0BC7D0D5

Select ANY car.

7E09C2DB

7E09C305

7E09C4DB

7E09C505

7E09A910

7E09A80F

Use both codes to get every item in the game.

Use these five codes to begin with full energy tanks.

Use these two codes to begin with every beam.

VIRTUA RACING (GENESIS)

NO DAMAGE TO CAR! - ACTION REPLAY

FF908D0000 For zero damage to your car.

STREETS OF RAGE 3 (GENESIS)

PLAY AS ASH IN THE AMERICAN STREETS OF RAGE 3!!!

YES! YOU CAN play as Ash, the boss removed from Streets of Rage 3 for obvious reasons... with a Pro-Action Replay.

Simply enter:

FFFD0D0000 For Player 1 and

FFFE0D0000 For Player 2.

Paul Kisse & Keith Bellavia

Ozark, MO Jacksonville, FL



In the graveyard, Firebrand must bust through Belth's claw to recover the Crest of Fire.



Before he may enter the Demon Realm, Firebrand must confront Somulo, the dragon gatekeeper.



Firebrand morphs into the Tidal Gargoyle, in an effort to shoot the Holoturion snail.

ALL HELL IS ABOUT TO BREAK LOOSE.

Your spine will tingle as you enter the terrifying Ghoul Realm, where the evil Phalanx has hidden the magical, powerful stones of the Demon's Crest in his plot to form a destructive empire. Their return is up to you and Firebrand, a flame-spitting gargoyle who morphs into unique and powerful forms—each with startling attacks and powers. To restore peace, you must conquer Phalanx and his minions on seven treacherous levels by collecting weapons, gems and treasures. It's a hell of a way

to have fun. **CAPCOM**





WAY OF THE WARRIOR:

ALL THE MOVES
YOU NEED TO
KNOW!

BOSS CODES!!

To PLAY AS KULL: Enter a name of "A Gavin", date of Jun 11, 1970.
To PLAT AS HIGH ABBOT: Use a name of "J Rubin", date Jan 6, 1970.

Then go to VS mode and move your character box to the right of Crimson Glory. It will move over and you'll be able to play as that boss! It doesn't matter which player you enter the name for, both will work. You can also enter both names, move the box right again to move from High Abbot to Kull (or vice-versa).

PSYCHEDELIC STAGE / CAVE STAGE: Use a name of "Paranoid", date May 5, 1975.

KONOTORI:

Special Sets:

Torpedo: Charge Back, then Forward and Right Shift for fast, C for slow. Hold button for longer range - if you let go, you won't go anywhere.

Spin Attack: Back plus Left Shift.

Invincibility: (no skull cost) - Back plus Left Shift and A.

Spinning Wheel Attack: From at least one body length away, sweep

Back plus Right Shift.

Diving Torpedo: Jump then Down-Forward and Left Shift.

Fly/Glide: Repeatedly hit B while in the air to fly or glide.

Fan Throw: Sweep the joystick from Down to Down-Forward to

Forward then Left Shift.

Low Fan Throw: Down-Forward plus Left Shift and A.

Swan Dive: Jump then Down and Right Shift.

Bounce: Jump then Down plus C.

Fatalities: Hat Throw: To let the opponent's neck break, sweep the joystick from

Down to Down-Forward to Forward then Left Shift and A

You're Grounded: Jump at opponent, then Down and Right Shift and

C when you're right over him.

Stork Drop: To give your foe a life, hold Down and Press C and Right

Shift at the same time.

NINJA:

Special Sets:

Uppercut: The meat and potatoes of power fighting. Press Down-Back and Left Shift.

Rapid Defense Kick: To turn the tides while blocking (holding B)

rapidly hit C and the Ninja will hyperkick.

Reptile style Inviso:??? This costs no skull points, and lasts until the

Ninja is hit - it doesn't seem to wear off.

Flying Spin Kick: Jump then Back and Right Shift.

Fatalities:

Disembowel: To remove unwanted Innards from your dizzy opponent,

stand close and sweep Down to Down-Back to Back and press A and C.

Death Zap: Give your foe a shocking surprise by sweeping the joystick

from Down to Down-Forward to Forward then Left Shift and A.

Magic:

Heal 1: Taunt then Back and A

Heal Full: Taunt then Back and C

Shrink +: Taunt then Down and B

MAJOR GAINES:

Special Sets:

Uppercut: Major Gaines throws extra effort into this favorite of his.

Press Down-Back and Left Shift.

Grenade Lob: Sweep the joystick from Down to Down-Forward to

Forward then Left Shift.

Steroid Boost: A plus B plus C.

Mid-Air Splash: Jump Forward then Up plus Left Shift.

Low Rolling Ball: Down-Forward plus Right Shift.

High Rolling Ball: Charge Back then Forward plus Right Shift.

Fatalities:

Super Suplex Toss: Taunt, then do a super suplex (close A and Left

Shift).

Back Breaker: While pumped up, and press close and Right Shift.

Magic:

Heal: Taunt then Back plus A, B, or C.

Untouchable: Taunt then Left Shift plus Right Shift. (about 600 mp)

SHAKY JAKE:

Special Sets:

Pole Uppercut: Long Range uppercut. A Jake favorite, sweep Down

then Down-Back then Back then Left Shift.

Buck Knife Throw: Sweep the joystick from Down to Down-Forward to

Forward then Left Shift.

Whiskey Flame: Sweep the joystick from Down to Down-Forward to

Forward then Right Shift.

Teleport: Down plus A and B and C.

Stick Pogo: Jump plus D and C.

Fatalities:

Staff Impale: Charge Back, then press Forward and Left Shift while close.

Barbecue: Sweep the joystick from Down to Down-Forward to Forward

then C and Right Shift.

Magic:

Heal: Taunt then Back plus A, B, or C.

Shrink: Taunt then Down plus B

Inviso: Taunt plus Sweep Back

No Jump: Taunt then Down-Forward and C.

DRAGON:

Special Sets:

Turbo Hands: A Rapidly

Turbo Kick: C Rapidly

Split Kick: B plus C (can be done in the air, jump straight up first).

Triple Kick: Sweep the joystick Down to Down-Backward to Back then

Right Shift

Liu Kang Shadow/Flying Kick: Hop Forward then Up plus Right Shift

during Hop.

Upwards Air Swipe: Jump then Up plus Right Shift.

Fatalities:

No Sequel For You Kick: Taunt, then Sweep the joystick Down to

Down-Backward to Back then C plus Right Shift.

Head Slap: Charge Back, then press Forward and Left Shift while

close.

Magic:

Heal: Taunt and Back plus A, B, or C, from least to most skull points.

Shrink: Taunt then Down plus B

No Jump: Taunt then Down Backwards plus C

Super Power-Up: (one hit to kill opponent): Taunt then sweep Down to

Down-Forward to Forward plus Left Shift and Right Shift. (need about

3000 magic points).

NOBUNAGA:

Special Sets:

Sword Uppercut: Spin from Down to Down-Back, then press Left Shift.

Duck Slide: Press Down-Forward and C while ducking.

Turbo Sword: Back and A rapidly

Running Charge: Charge Back then press Forward and Right Shift.

Sword Decap: Spin from Down to Down-Back, then press Left Shift.

Slice in Half: Charge Back, and then press Forward and Left Shift.

Heal: Taunt and Back plus A, B, or C.

Shrink: Taunt plus Down and B.

Inviso: Taunt plus Sweep Back (no button required)

FOX:

Special Sets:

Voodoo Dizzy Dust: Dizzy your foe by sweeping the joystick from

Down to Down-Forward to Forward then Left Shift.

Knife Throw: Sweep the joystick from Down to Down-Forward to

Forward then Left Shift.

Charging Knee: Charge Back, then Forward plus Right Shift (Hold

Right Shift for Distance).

Mid-Air Split Throw: In Mid-Air, press Right and Left Shift.

Fatalities:

Impale: Sweep joystick from Down to Down-Forward and then Press

A, B, and C.

Overhead Smash: Taunt, then press close A and Left Shift.

Magic:

Heal: Taunt plus Back and A, B, or C.

Shrink: Taunt plus Down and B.

Inviso: Taunt plus Backwards Sweep.

Confusion: Taunt plus Up and A and B.

Speed Up: Taunt plus A rapidly.

NIKKI CHAN:

Special Sets:

Uppercut: Press Down-Back and Right Shift.

Fast Hair Whip: Sweep the joystick from Down to Down-Forward to

Forward then A.

Straight Up Ball: Down-Back and Right Shift.

Flip: Forward Forward of Back Back.

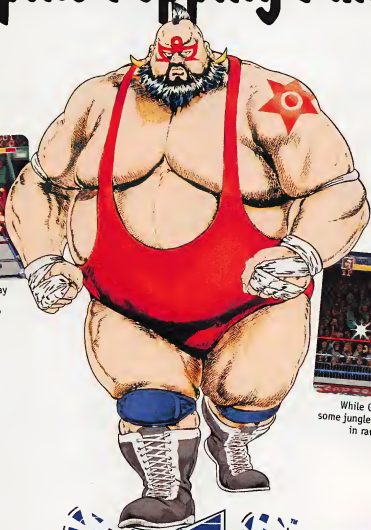
Head Stomp: Jump then Down plus C.

Fatalities:

Head Crushing, Bone Snapping, Spine Popping Fun.



Can the Great Oni act his way
out of total slam from
Mike Haggar's clothesline?



While Gunloc tries to execute
some jungle fever, King Rasta gets him
in range for a gut crush.

GENESIS

SEGA

CAPCOM

SATURDAY NIGHT SLAM MASTERS. NOW ON GENESIS.



It's El Stingray's atomic drop vs.
Biff Slamkovich's furniture pummel.

Gunloc, The Great Oni, King Rasta, El Stingray, Alexander The Grater, Biff Slamkovich, Titanic Tim and Haggar have got to be the most insane muscle-bound maniacs in the history of wrestling. So, even if you execute moves like the super suplex and flying headbutt, you still might not get out of the ring in one piece. Getting totally pummeled has never been this much fun.



Heart Breaker: Stand close and press A and B and C to really stop that pump.
Blow Away: Charge Back, then press C and Right Shift to get the competition out of the picture...literally.
Funny Fatal Animation: Wiggle buttons to see her flash "Peace"
Magics:
Heal: Taunt plus Back and A, B, or C.
Shrink: Taunt plus Down and B.
Power-Up: Taunt plus A, B, or C.
Untouchable: Taunt plus Left Shift and Right Shift.

CRIMSON GLORY:

Special Sets:

Uppercut: Press Down-Back and Left Shift.
Bottle Throw: Coat your foe with booze by sweeping the joystick from Down to Down-Forward to Forward then Left Shift.
Throw Match: Sweep joystick from Down to Down-Forward to Forward and Left Shift after opponent is Green.

Fatalities:

Head Explosion: Spin Down then Down-Back and Back then press A, B, and C.
Back Breaker: Taunt and press close Forward and Right Shift

KULL THE DESPOILER:

Note that Kull can not jump or duck.
Throw Hammer: Sweep Forward, A for Slow, Left Shift for fast.
Slide: Down Forward plus C.
Body Slam: Close plus Right Shift.
Head Butt: Close, Forward
Flying Knee: Charge Back then Forward and Right Shift.
Uppercut: Down-Back plus Left Shift.

Fatalities:

Grind and Maim: Taunt, close, Forward plus A and B and C.
Magics:
 Has them all as listed before.

HIGH ABBOT:

Abbot can't jump straight up or duck, or do regular air attacks.
Flaming Breath: Sweep forward then Left Shift.
Ball Attack #1: Down Forward and Right Shift.
Ball Attack #2: Charge Back then Forward and Right Shift.
Tail Sweep: Down Back and Left Shift.
Bite: Close, Forward and C and Right Shift.
Diving Claw Attack: Jump then Down Forward and C.
Forward Bite: Left Shift and A.
Jump Kick: Right Shift.

Fatalities:

You're Fired: Taunt plus sweep Forward and Left Shift plus A.
Magics:
 Has them all as listed before.



**PRIMAL
RAGE
MOVES!!**

ARMADON:

Bed-o-Nails: Hold (2+3), Joystick D, U
Iron Maiden: Hold (2+3), Joystick A, U, T
Rushing Uppercut: Hold (1+2+3), Joystick C, U, T
The Gut Gouger: Hold (1+2+3), Joystick T, A
Hornication Uppercut: Hold (1+2+3), Joystick DT, T, UT

BLIZZARD:

Mega Punch(Short): Hold (1+3), Joystick A, T
Cold Breath: Hold (1+2+4), Joystick A, T
Air Throw: Tap (2+3)
Ice Geyser: Hold (1+2+4), Joystick D, U
Punching Bag: Hold (1+4), Joystick T, D, A, U
Brain Bash: Hold (1+2+4), Joystick D, D, A, U, T

CHAOS:

Grab-N-Throw: Hold (2+4), Joystick T, A
Power Puke(Fast): Hold (1+4), Joystick U, T
Ground Shaker: Hold (2+3), Joystick A, AU, AD
Fart of Fury: Hold (2+3), Joystick D, T, U, A
Flying Butt Slam: Hold (1+3), Joystick DT, T, UT, DT

DIABLO:

Torch: Hold (1+3), Joystick U, T (hold buttons)
Hot Foot: Hold (2+4), Joystick A, D, DT

Mega Lunge: Hold (1+4), Joystick A, D, T
The Pulverizer: Hold (1+4), Joystick A, U, T, D
Incinerator: Hold (ALL), Joystick UA, D, DT

SAURON:

Primal Scream: Hold (1+3), Joystick D, U
Earthquake Stomp: Hold (1+2+4), Joystick U, D
The Cranium Crusher: Hold (1+4), Joystick D, U
Leaping Bone Bash: Hold (2+3), Joystick D, U, D
Stun Roar: Hold (1+3), Joystick A, T

TALON:

Brain Basher: Hold (2+3), Joystick A, U, T
Pounce and Flip: Hold (2+3), Joystick T, D, DT
Frantic Fury: Hold (1+4), Joystick D, T (hold buttons)
The Slasher: Hold (1+3+4), Joystick D, T
The Face Ripper: Hold (2+4), Joystick D, T

VERTIGO:

Voodoo Spell: Hold (2+3), Joystick A, A
Venom Spell (Slow): Hold (2+4), Joystick T, T
Teleport: Hold (2+4), Joystick D, D
Venom Spit(Fast): Hold (1+3), Joystick A, A

Tidbit: Each character can eat a caveperson. Hint: (ALL) buttons...

Legend

Numbers in parentheses are buttons:

(1) (2)
(3) (4)

Joystick motions are fluid: A,D,T = half circle, not three taps
 D:Down

U:Up

T: Toward opponent

A: Away from opponent

Combinations of letters are diagonals:

DA: Down and Away from opponent, etc.

* indicates 'Finishing Move'

The Super Hocus Pocus Giveaway

Second Prize!

Second prize will win a free GameFan T Shirt, the game of his/her choice and a one year subscription to GameFan.

Third Prize!

Third prize will win a Game Fan T Shirt, and a one year subscription to GameFan.

First Prize!

The winner will receive a free game console of his or her choice. That's ANY game console: 3DO, Jaguar, Sega CD, Genesis, CDX, SNES, or Neo Geo.

You want a bigger Hocus Pocus? We want a bigger Hocus Pocus. Announcing the biggest Tricks & Tips contest ever! **The Super Hocus Pocus Giveaway.** Send in your codes, good bad or ugly. We will choose one grand prize winner each month.

(Current subscribers will receive a one year extension.) Codes cannot come from a previously published US magazine. Winners will be drawn each month and displayed here in Hocus Pocus, a place where cheaters can prosper now like never before.

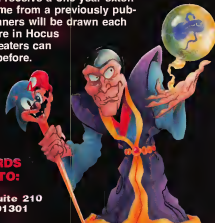
First Prize: Simon Tam, Englewood Cliffs, NJ

Second Prize: Sean Oliver, Newark, OH

Third Prize: Tommy Hall, Hot Springs, SD

SEND YOUR CARDS AND LETTERS TO:

Hocus Pocus
5137 Claretton Dr. Suite 210
Agoura Hills Ca. 91301



Change the way you play.



*And you won't believe what
it does to your Sega Genesis.*

GENESIS 32X is about to bring the pulse-racing, eye-popping, heart-pounding, brain-buzzing **32-BIT GAMING EXPERIENCE** home for Sega Genesis owners. Quick! Get the whole scoop by making one free phone call! Call today — before your friends do! **1-800-32X-SEGA.**

GENESIS 32X

WELCOME TO THE NEXT LEVEL™

Sega, Genesis, Genesis 32X, and Windows To The Next Level are trademarks of SEGA. © 1994 SEGA. All rights reserved.

SEGA

A surrealist painting featuring a person's legs and feet in a red garment with a gold floral pattern. A long, curved, metallic blade is held vertically, its tip resting on a dark, textured surface. The background is dark and textured, with a vertical line on the right side.

Just another afternoon by the pool.

Make no mistake. This ain't some chaise lounge-reclining, cocktail sippin' affair. **Samurai Shodown™** on the **3DO** brings home all the bad-assness of the arcade original. Sure. We could have softened the carnage-intensive graphics. But we didn't. And sure, we could have left out the brutal, bone-shattering game-play. But that'd suck. And yeah, we suppose we could've even caved in and lost some of that freakin' **arterial spray**. But hey. We broke a few rules. So sue us! And **hack** to your little heart's content. But be careful. With **32-bits**, you could poke an eye out. If you're lucky.



Choose from 12 lethal characters to kick your friends' butts with: from the depraved Gan to Skiranai to heroic Hanzo Hattori and Jubei Yagyu. Sweets, every single one of 'em.



Combat close-ups with special, patented zoom camera. Wide angles for planning your cuts (chops, roasts, arflets). Tight angles for precision strikes and deadly stunt moves.



Decimate and annihilate your opponents with these special moves — like Kyoshin's Kabuki Crunch Dance and Genan's Slaughter House Tumble. It's pure poetry. Pure butchery.



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CRYSTAL DYNAMICS™

THE ADVENTURES OF MONITAU

FUME

GRUMBLE
GRUMBLE
GRUMBLE!

BGM BLOWN TO THE
TEAM GAMES
MAGAZINE

TEAM
TO GAMEFAN

THE TIME HAS COME TO
SETTLE THE SCORE
ONCE AND FOR ALL. WE
CHALLENGE YOU TO A
RIGHT TO THE FINISH.
ONE-ON-ONE COMBAT.
STYLE: MEET US AT
CHESBRO ALLEY AT
3:00 PM TODAY...
UNLESS YOU'RE JUST A
BUNCH OF WUSSIES!

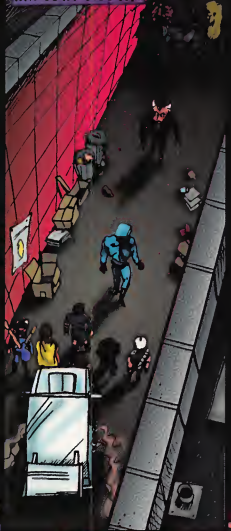
SIGNED,
B.M. III

BGM

GF HEADQUARTERS
BLOWN TO THE
MAGAZINE

NO ONE CALLS US
WUSSIES!

AND SO AT 3:00 PM...



O.R. MAGGOT. I'M
SICK OF HAVING TO DEAL
WITH YOUR SICK AND TWISTED
MENTALITY. HOW DO YOU WANT
TO END THIS?

SIMPLE. YOUR
BEST MEN AGAINST
MINE. LAST ONE
STANDING WINS.

THAT WON'T
BE YOU.

HEH.
WE'LL SEE.

SHOWTIME...

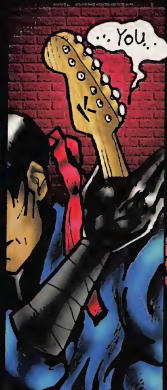
ALRIGHT.
FEL. YOU'RE
UP!

KILL.

SPECIAL K. VS BUTTONS

ROUND ONE, FIGHT...





Wolfinger '94

TO BE
CONTINUED.

Evil shines darkest before the dawn.

SHINING FORCE II



SEGA

Shining Force II is available only on Genesis.
Shining Force: The Sword of Haya is available only on Game Gear.



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**Donkey Kong Country.
You won't believe it either.**



Hold on to your banana. This is gonna put hair on your chest...and maybe even your back.

It's **Donkey Kong Country**.®

The first home video game entirely created on the supercomputers of SGI (the same ones used for that Jurassic Park™ flick.)

This **32 MEG monster** is gonna have you scratching yourself all over. A juiced-up jungle packed with over 100 chest-pounding levels.



A 16-BIT GAME THAT LOOKS LIKE 32-BIT? SURE, WHEN MONKEYS SWIM...

Blinding snowstorms, exploding barrels, crazy monkeys riding on the backs of fish ... it's all here in Nintendo's biggest game ever.

And with **ACM*** technology, the action is totally realistic

SEPARATED AT BIRTH?
DONKEY KONG AND HIS
NEW SIDEKICK,
DIDDY.



and fully rendered. Meaning, it looks really cool. Heck, it even sounds 3-D!

But the best part is you get all this on a Super NES. And you don't have to go out and blow your wad on some

extra piece of hardware to get it—unlike some other systems we know. (Hint:

rhymes with "Schmega".)

So grab a vine and start yelling "**OOH OOH!**" The beast is back. And he's second banana to no one.

Only For
SUPER NINTENDO



VIEWPOINT



As you can see, we have selected two new reviewers for Viewpoint. If you read GF (and you obviously do) you already know Mr. Goo and Takahara, two of our main writers. We figure we should mix it up once in a while to give you a fresh perspective. Don't worry, these guys play games day and night.

Skid Mr. Goo Takahara

SKID

MR. GOO

VIEWPOINT CONTEST WINNER

Charles B. Biedrick of Absecon, NJ	GRAPHICS	9
Woffenstein 3D JAGUAR	MUSIC	9
"What sets this game apart is the level of detail, render- ing of the object and the speed of the processing."	CONTROL	9
	PLAY/MECH	9
	ORIGINALITY	9
		90

TAKAHARA

SONIC AND KNUCKLES • GENESIS • SEGA

• "LOCK ON" • ACTION PLATFORM • 1 PLAYER • AVAILABLE OCTOBER



While playing Sonic 2 and 3 again wasn't something I was dying to do, they were both enhanced greatly by Knuckles, especially 3, which is like a whole new game. S&K itself is a great new adventure, but offers little new to the series. It's more like an extension of 3 than anything else. I feel like I've been here too many times. What I really like about S&K is "Lock On" you get A LOT for your money.

GRAPHICS	8
MUSIC	9
CONTROL	10
PLAY/MECH	7
ORIGINALITY	8
	89

Isn't Sega cool? Not only do you get a completely new Sonic adventure, but additional levels and the option to play as Knuckles in Sonic 2 and 3... for a mere \$59.99! This type of "backward compatibility" has been the norm in the computer game world for a while, hopefully it'll catch on with video games too! Imagine a backward compatible Fantasy Star cart or something!

GRAPHICS	9
MUSIC	9
CONTROL	10
PLAY/MECH	9
ORIGINALITY	7
	90

Not only do I think Sonic and Knuckles (Sonic 4) is the best game of the series, but when you add two more games, both rejuvenated with Knuckles, and the possibilities when all the emeralds are collected... this is one huge game that will last even the most seasoned gamer, weeks on end. "Lock On" Sega!

GRAPHICS	9
MUSIC	9
CONTROL	10
PLAY/MECH	9
ORIGINALITY	9
	95

AERO 2 • GENESIS • SUNSOFT

• IGMG • ACTION PLATFORM • 1 PLAYER • AVAILABLE NOVEMBER



Aero 2 is one of the year's best platformers, no doubt about it. The graphics, play-mechanics, and level design, are top notch. The music however, is not as spectacular and is the only flaw in the game. Thankfully, A2 is a darker game than our Bat has left the big-top. After playing this adventure I'm sure that you'll agree. Aero is here to stay and has a bright future where ever he decides to fly.

GRAPHICS	9
MUSIC	5
CONTROL	10
PLAY/MECH	9
ORIGINALITY	9
	90

I totally go for Japanese characters. However, there are finally a couple of good American ones to brag about. Aero is one of them. While this ain't no Gundam, it's a great platformer with pinpoint control, great playability, and excellent graphics. The 70's tunes, however, just don't cut it.

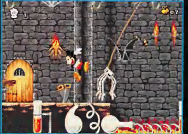
GRAPHICS	9
MUSIC	5
CONTROL	10
PLAY/MECH	9
ORIGINALITY	9
	89

Honestly, I didn't like Aero 1 that much. The character was cool, but the design of Aero 2 on the other hand, I love! Do these guys know how to make a sequel or what! The levels are huge with hidden stuff everywhere and the graphics and animation are outstanding! If A2 had good tunes... who knows?

GRAPHICS	9
MUSIC	7
CONTROL	10
PLAY/MECH	10
ORIGINALITY	9
	92

MIKEY MANIA • SEGA CD (ALSO AVAILABLE ON CART) • SONY IMAGESOFT

• ACTION PLATFORM • 1 PLAYER • AVAILABLE OCTOBER



Mickey Mania is a graphic tour de force, and the special effects are mind blowing. The CD version has excellent voice and music and the animation on both the cart and CD is dead on. I'm not a big mouse fan, but this game is near perfection. The best Disney game this year.

GRAPHICS	10
MUSIC	8
CONTROL	9
PLAY/MECH	8
ORIGINALITY	8
	92

Almost everything about this game is great. The graphics are gorgeous, there are incredible 3-D effects, the music rocks, the speech is perfect, and the game-play is superb. "What's the almost, then?" you ask. It's the character! I don't want to play a game this good with Mickey as the main character anymore. At least the true power of the Sega-CD's finally being utilized, though.

GRAPHICS	9
MUSIC	9
CONTROL	9
PLAY/MECH	9
ORIGINALITY	8
	90

Finally, a good European developer gets a hold of a Disney license. Way to go Sony! From the makers of Puggsy, Mickey Mania is not only Disney game of the year, but could battle Aladdin for the best Disney game ever! If you like the mouse, you MUST have this game!

GRAPHICS	10
MUSIC	9
CONTROL	9
PLAY/MECH	8
ORIGINALITY	9
	95

BOOGERMAN • GENESIS • INTERPLAY

• 24MEG • ACTION PLATFORM • 1 PLAYER • AVAILABLE NOVEMBER



Interplay finally enters the platform battlefield with one of the coolest characters I have ever seen. While Boogerman isn't big on effects, it makes up for it with perfect samples, zint tunes, and superb animation. The game has great play mechanics, tons of humor and is a blast to play. The whole snit thing is just the coolest! Sequel please!!!

GRAPHICS	9
MUSIC	9
CONTROL	9
PLAY/MECH	10
ORIGINALITY	10
	95

American designers have FINALLY developed a character who is not CUTE, NICE, or GRACEFUL. In fact, Boogerman is a fat slob who picks boogers and farts left... but he's a millionaire! I LOVE THIS GUY! The game is great too! Great animation, and good music.

GRAPHICS	9
MUSIC	9
CONTROL	9
PLAY/MECH	10
ORIGINALITY	10
	90

I remember when farting in a game was strictly prohibited... not only does BM fart, he grunts em' out! FART!! If that's not enough, he FLICKS boogies! You'd think, with that as a selling point, they wouldn't bother to make a great game, but Interplay has made a 24-meg gem. Great voice, superior animation... I like it!

GRAPHICS	8
MUSIC	9
CONTROL	9
PLAY/MECH	10
ORIGINALITY	10
	92

ECCO 2 • GENESIS • SEGA

• IGMG • ADVENTURE • 1 PLAYER • AVAILABLE OCTOBER



Ecco and me did not get along. Ecco 2 however, is a much better game, featuring more of what I love (action) and less of what I hate (puzzles and riddles). It still has a lot of both, so it bugs me a bit, but not nearly as much as part one. The graphics in E2 are stupendous and the music is very good. If you liked one, stop eating tuna! E2 is the stuff!

GRAPHICS	9
MUSIC	8
CONTROL	7
PLAY/MECH	7
ORIGINALITY	10
	87

WOW! Ecco 2 is THE coolest Sega adventure game this year. There's something here for everyone... a little bit of action, (actually... a LOT) puzzle, adventure and even RPG. The music's good, the graphics are great, you've got amazing 3-D levels... what more could you ask for? Buy now!

GRAPHICS	10
MUSIC	8
CONTROL	8
PLAY/MECH	8
ORIGINALITY	10
	92

Ecco 2 is a far cry from the original, with superior graphics, sound and game-play. But you still play a fish which is ultra-lame. I'm the minority there, I know. Most people love this game. So for you fish lovers, let me say that everything has been improved over the original, so go ahead, buy Ecco 2.

GRAPHICS	9
MUSIC	8
CONTROL	8
PLAY/MECH	8
ORIGINALITY	9
	85

Absolute 16-bit perfection. It just does not get any better. SGI graphics that make you gasp for air, scrolls out the ying-yang, play mechanics galore, hidden stuff to die for! Donkey Kong Country chuckles at the Jag and 3DO, as it flies by, untouched. The SNES must be a 32-bit in disguise!!

100

When you see Donkey Kong Country in motion for the first time, you'll do what I did... turn into a blabbering, drooling idiot! This is the most amazing 16-bit game yet, and that's a fact. Simply everything about DKC is kick-butt rocking magnificent... you'd swear it was 32-bit. If you possess a SNES, you have no excuse not to buy this game NOW.

100

Where have these graphics been hiding? I'm still in shock after seeing this game, I can't believe it! It even plays perfectly! The SNES is dry on platforms and then all of a sudden... KACHUNK!! This is definitely my game of the year. Atari and 3DO must be shakin' in their boots!

100



Take everything I said about the Sega version, add Incredible music, and more color, and bring it over here.

95

Everything I said about the Sega version applies here. Except... this version has great music! Same Company... not the same music. The SNES also provides a lot more color. Finally, a SNES platformer that out-does the Sega one.

95

Aero 2 is really at home on the SNES. With the added color and sound, this version really kicks butt! A2 is full of great play mechanics, huge cavernous levels, and has some of the best graphics (including some...

95



C2 Judgment Clay takes a great idea and makes it even better, with better graphics, combs, animated backgrounds, and the coolest characters this side of a Play-Dough factory. The visuals in C2 are truly a sight for sore eyes, and the speech is crystal clear and totally hilarious. If you liked part one, you'll love C2. Humor goes over so much better than blood.

95

I must tell you, I prefer the more serious fighters, SF2, Samurai, Darkstalkers etc... But taken as something new and different, I have to give C2 high numbers. Interplay has done their homework and made a fast, well balanced fighter. I'm impressed. Besides the excellent control, C2 has amazing graphics and great samples.

95

Make check or money orders payable to Dieline Games, Canada and Mexico add 10%. All other foreign add 20%.

95



Virgin has done a great job making a great game with a four-legged character, something I'm sure most developers wouldn't even want to attempt. Of course, the license will sell this game, we all know that. Problem is, the buyers will be mostly young kids, and this game may be too hard for them. The graphics and music are outstanding. If you're a good (and patient) gamer, UK should be near the top of your SNES list.

88

What can I say? Platforming joy. It's great to play a platform game this good on SNES, let me tell you UK matches the movie perfectly, the graphics and animation are straight from Disney, the music is excellent, and the quality and amount of speech are superb... It's just too hard!

90

OR CALL: 1-800-454-2637 FOR VISA or MASTERCARD orders.

90



The Capcom of old has surfaced once again! Not since Ghouls and Ghosts have I played a Capcom action game this good. Demon's Crest takes my all time favorite GameBoy game (Gargoyle's Quest) and kicks butt with it... SNES style! I'm SO HAPPY Nintendo let Capcom keep it gay. One of the years best (SNES).

97

OH YES. Thank God for Play It Loud! Here's a game that simply would not have happened a year ago. What gore! What violence... what rotting bodies! On top of this you have frightfully awesome control, perfect graphics and music, and all-round Capcom quality. A must-purchase!

98

I don't expect was the incredible length and depth it has. The mode-7 is also outstanding! What a game!

97



What an absolute bullet-kickin' game AVP is! A couple years ago (when I saw the movies) I would have never imagined playing a game this good. If this is how Atari treats a big success, then every big movie should go directly to the Jag! Great sound, great graphics, great control... GREAT GAME!

98

AVP is not a walk through. 3-D shoot 'em-up. I'm so happy I've waited six months, so I wanted a long game. Well, I got not one, but three! You have to think and map in AVP or you WILL die... cool. I can't believe this is a 16-meg cart.

98

AVP is the best 3-D action game that I have ever played. It has more strategy than Doom, and the graphics are second to none. I cannot believe how well the movies are represented here. From the sound to the look of the characters and backgrounds this is what a movie port should look like. The Jag has proven itself. This is only a 16-meg cart! Imagine the future!

98



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GAME OF THE MONTH!





CLAY FIGHTER 2



AND WE'RE TAKIN' IT TO THE STREETS.

There ain't nothin' you can do to us. We've been punched, crunched, spit on and drug through the dirt. We're badder than bad. We seen it all and done it all...so turn your cute little karate self around and disappear before we get nasty.



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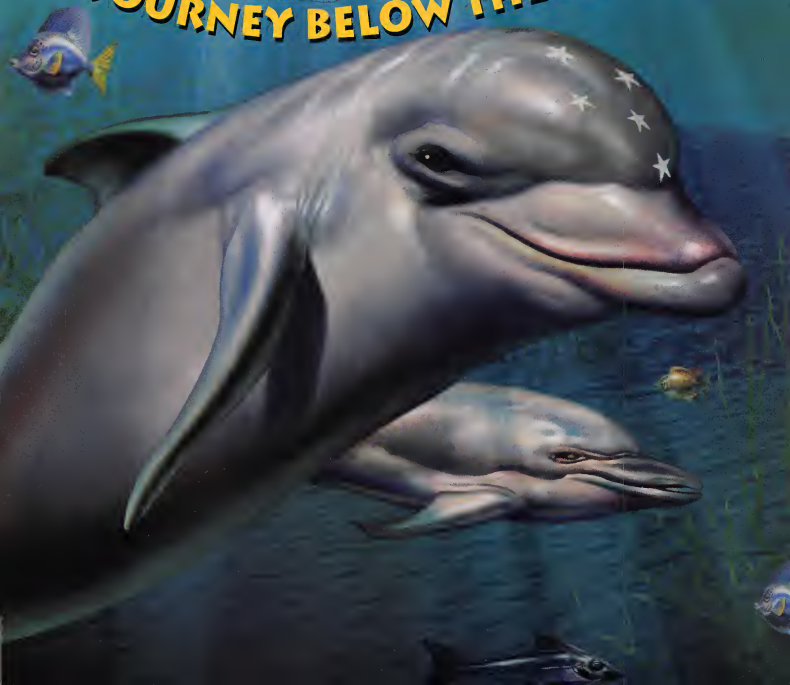
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ECCO MORPHS! Transform into a shark, a seagull, or other creatures to avoid detection and danger! Which one is Ecco?



DITCH THE WITCH! Make it past Medusa and her treacherous tentacles to safety—or you may have to start all over again. Now how does that grab ya?



SHELL OUT! Peel off the eels without getting that crushing feeling—then get the shell outta there!



OBEY THE LAW! Gravity rules in these tubes, so keep your eye on the meter to see which way the tide is turning!



SET SAIL! Travel the seas in all new 3-D stages. Jumping through these rings will get you where you're going. And wherever you go, there you are!



MAKE NEW FRIENDS! Meet Trellia, a dolphin from the future, here to help Ecco defeat the Vortex.

Glide into adventure on a grand scale as the epic journey of Ecco the Dolphin continues! The seas may appear calm—but the Vortex demands revenge! Explore thousands of nautical miles in oceans of mind-bending gameplay, including breathtaking computer-generated 3-D sequences in the SEGA CD version! Get back into the water—and into the mystic, mythic world of adventure—with Ecco The Dolphin!

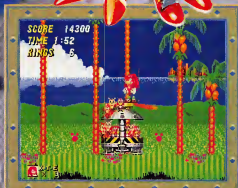


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SEGA SECTOR

SEGA
40-MEGA"LOCK ON"
AVAILABLE OCTOBER 18TH

SONIC & KNUCKLES



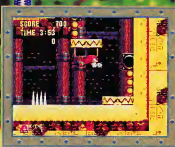
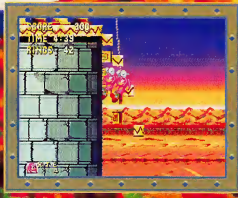
KNUCKLES IN... SONIC 2!

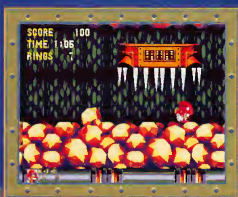


DECISIONS, DECISIONS...

Take your pick! Sonic or Knuckles in Sonic and Knuckles, Sonic, Tails or Knuckles in Sonic 3, or Sonic, Knuckles, or Tails in Sonic 2! Got that? Well get this, they're all DIFFERENT! That's right, never have you received more for your money than with Sonic & Knuckles, the game that plugs in to the games.

SONIC & KNUCKLES



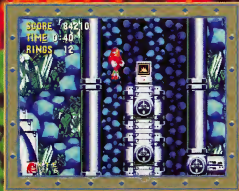
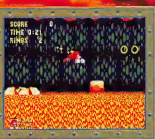


HOW'D THEY DO THAT?

Sega's new "Lock-On" technology allows Knuckles to cruise through three adventures. In Sonic 2 Knuckles can climb to places that Sonic couldn't reach, but in three, there are completely new zones to explore with "The red dreaded dude".

SO... WHAT IS HE?

Knuckles is a member of the Echidna family, a burrowing relative of the... Hedgehog?! How conveeeeeenient. Echidna's hail from the land down unda', so I guess Paul Hogan's slapped one or two on the barby... but not this one. Knuckles can fly! While airborne he can pound enemies and break through barriers. His gnarly Knuckles are big 'ol bad boyz! Knuckles definitely adds a much needed new dimension to the Sonic series.

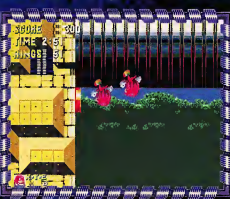
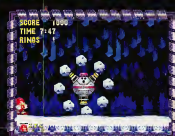


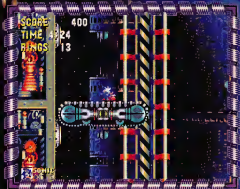
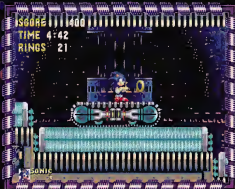
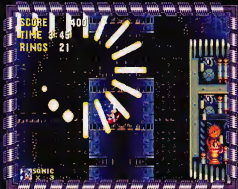
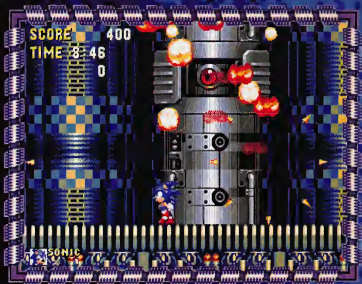
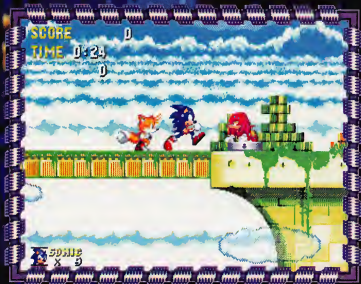


THE GAME(S)

I found Sonic 2 only mildly more entertaining when flying Knuckles. Then I plugged in Sonic 3 and really took off, into an entirely new and better game, that when linked to part 4, makes for one long (very long) and fun (very fun) action ramp... Sonic style! Sonic & Knuckles is money well spent!

And if you're good enough to get all the Chaos Emeralds in Sonic 3 and 4... get ready for super-duper Sonic!

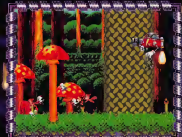
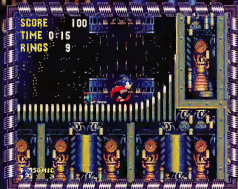




AND FINALLY...

If you're in to Sonic, do not hesitate, this game is truly one of a kind and will keep you busy for weeks discovering new places and techniques. On the other hand, if you are growing weary of Sonic because of the one-dimensional gameplay, do not hesitate, there is more than enough new and different here to re-ignite your interest. But hey, really, how could anyone ever get tired of these games? Those who prefer the action-platform category owe countless hours of great fun to the furry little beast and his friends. I hope the Sonic tradition continues with the 32X and Saturn, because I believe that only hardware gets old, great characters like Sonic and Knuckles will go on forever.

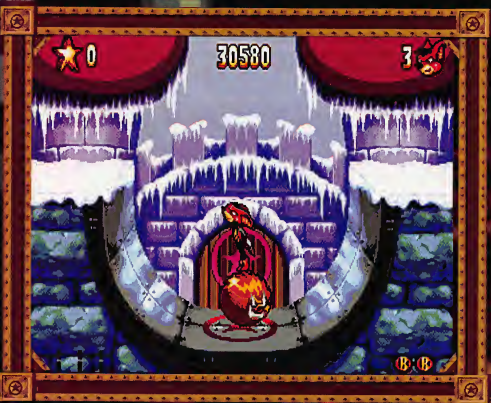
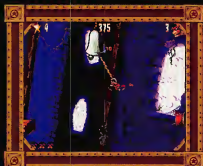
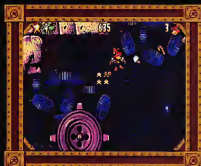
-E Storm





AERO THE ACROBAT 2

If by some chance, you were one of the few who actually defeated Ecto at the end of 93's hardest platformer; Aero the Acrobat, I'm sure the last thing you want to hear is that he's back. Well, sorry guys, it seems that a certain squirrel saved his sorry butt just before the moment of impact. On the flip side if you're thinking that the high degree of difficulty found in the original is going to steer you away from another adventure, starring Aero, think again! Aero 2 is not only easier, but it's twice the fun! Twice the fun, heck, it's twice the game. As with any platform series the first one is always the test. You throw it out there and see what people like, and what they dislike, and then you go back to the drawing board and make your masterpiece. Aero 2 is indeed Sunsoft's masterpiece.





as it is the best platformer they've put out since the original Mega-Drive Batman. Within the realm of this 16 meg cartridge, you will find brilliant animation, detailed artwork, phenomenal level design, hidden goodies up the ying-yang and an incredible assortment of play mechanics that will have your fingers glued to the buttons for days.

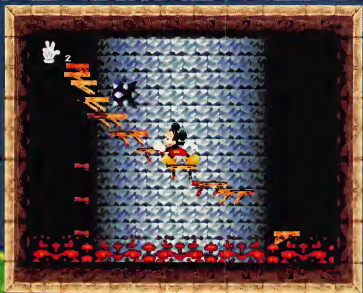
TIRED OF THE 'OL BIG TOP HUH?

Aero 2 says chow to the circus and hello to a new world. Aero becomes a world traveler in part 2, just check out these shots... this 'aint the circus! Both Aero and his enemies are much darker than in the first game, something that I thought was much needed in this sequel. You'll also find more animation, more attacks, and a more linear overall adventure (of course it's packed with hidden stuff). But that's not all. In Aero 2 you will also dine on clean, crisp, special effects, that look almost photo-real, no joke. Get ready for some nice between level story telling as well, with big colorful characters.

Aero 2 has everything the serious platformer yearns for. If there is one downfall it would be the music. It's not bad tuneage, just a little light for my taste. Some may really enjoy it, but I prefer the more rockin' sort. When all is said and done, Aero 2 is one of a handful of must have games appearing this holiday season. If platformers are your thing, you gotta have it!! - Takahara

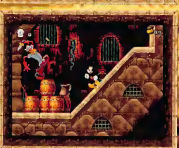


MICKEY MANIA

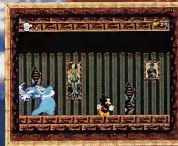
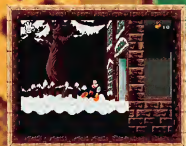


Wanna take a little trip through history... Disney style? Question is, who wouldn't? This trip is laced with mind blowing special effects, brilliant Disney animation, great gameplay, and excellent music. So, are you coming? Ya, you are!

Everyone is used to the Virgin/Capcom/Sega Disney adventures these days, which makes this Mickey an even bigger surprise. This game smokes those ones, really! I know that's hard to believe, but this game is truly a Disney fan's dream come true! Besides having eye popping graphics and effects, Mickey Mania has great tunes. In the CD version you get perfect speech and the real Mickey music. The cart has good music as well. Now lets talk about these graphics! Mickey Mania has perfect scaling, 3-D warping effects, lighting effects, real fire, and amazing rotation. All this is done on colorful backgrounds, not black screens. These are truly some of the most impressive visuals I have ever seen on the system. In the 3-D "Moose Chase" level you'll be treated to a new effect that you



never thought the Genesis could do. This hardware is full of mysteries! In the control dept. MM is excellent. Mickey's jumping is pinpoint accurate. Mickey attacks by either head bouncing, which lofts him high in the air, or throwing the apples that he collects. The bosses in Mickey Mania look like they popped right out of a TV screen and the game is really long. So, any flaws? Nope, not unless you don't like Mickey Mouse, but even then... you 'gotta play this game!! - E Storm





"BOOGER!" he yells, as he yanks out a winner and douses the enemy. It's Boogerman, one of the coolest characters to ever grace a Sega screen. He'll travel through toilets or blow out of a snotty nose to get his man, but he will get his man! Boogerman may blow a steamin' cloud their way, or maybe a sonic BURP, or there's always the simple snot, or bounce-on-the-head attack, either way this guys got a purpose, and the means to carry it out... disgusting bodily functions! So, you ask, what is Boogerman all about? Well it all started...
GIVE AWAY THE STORY?! No way Jose!



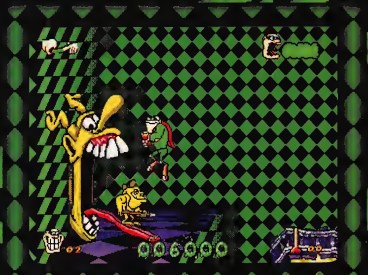
You're just gonna have to buy the game and watch it on screen. I'm here to tell you how GOOD of a game Boogerman is. Boogerman is a GREAT gamel, in fact, it's outstanding! After you clear all the sub-stages, which feature huge areas, hidden goodies, and vertical and horizontal game play, you'll meet one of the many crazy bosses in BM. They actually taunt you, complete with great digitized speech! See an item out of reach? Gather up enough gas and spark up a gnarly fire fart for flight! Oh ya, you haven't lived 'til you've fart flown! The animation in BM is outstanding, both Booger and the enemies alike animate perfectly. The music in Boogerman is also very impressive, at times sounding almost completely sampled.



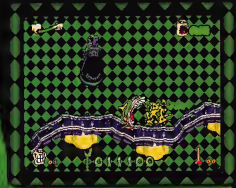
BOOGERMAN

CLICK ADVENTURE

INTERPLAY
24MEG
AVAILABLE
NOVEMBER

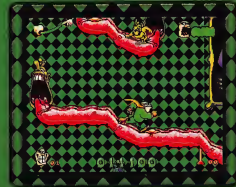


PICK IT 'N' FLICK IT!



As far as difficulty and length go, BM scores high in both categories. There is a Password feature, but to insure getting past the boss with at least a life in tow, you must collect as many plungers as possible in each level. Your exploration will pay-off when Boogerman builds a plunger tower (at the end of the level) high enough to reach the one-up. There are also lots of bonus areas (look for toilets) where you can pick up one-ups and extra goodies. BM is a well balanced game in the area of difficulty and it's pretty long. Each area is quite huge and the bosses (especially in the later levels) put up a helluva fight.

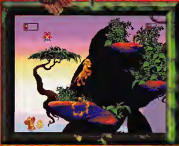
Basically my feeling is that everyone will find something they really like about Boogerman, and I have no flaws to report. I just hope Interplay does a sequel ASAP. Another great action-platform super-star is born... BOOGER!! -E Storm





THE LION KING

VIRGIN 24MEG AVAILABLE OCTOBER



For the past few Disney games from Virgin, the Genesis version has always been better than the SNES one. With *The Lion King*, this isn't the case - they're almost exactly alike. The only losses in the Genesis version are the colors, a few samples of speech and the music. The Genesis version DOES have more parallax, though.

The control in *Lion King* is hyper cool... in the first place, you control Simba as a cub and as an adult, with each character getting about five levels of play time. As cub Simba, you can roar, (Which startles enemies) jump, and perform a rolling attack. As older Simba, the roll is gone, but you can slash with your claws and throw enemies. Also, either Simba can grab onto ledges in *Prince of Persia* style, and swing from posts or spikes.



The graphics in *LK* are very good, with lots of shading and many a scroll. (More than the SNES version!) and they're utter Disney quality. The animation and characters, however, are truly mind blowing. There seem to be more frames in the Sega version, and all of it is just perfect - in fact, it was all done by Disney artists! Many of the levels feature cool graphics tricks as well, like flames in the foreground and the game's





incredible 3-D level, The Stampede, is truly something to see... it's hard to believe that what you're playing is on a Genesis.

Lion King's music is good for the system, but only average in comparison to the SNES. Taken as a game soundtrack, it's excellent. The sound effects, on the other hand, are superb - all of the speech (And there's a LOT of it!) is completely perfect, a far cry from the Genesis speech we're used to hearing. The only problem is that a few samples - notably Simba's "Cool!" and "Ouch" are missing.

The Lion King is an excellent game... it has the potential to be one of the better Sega platformer's this year. The only drawback is the difficulty. This game is extremely challenging. And with a young target audience, this may loom large with so many good platformers to choose from, this holiday season. -Nick Rox



ANATOMY OF A SUPERHERO



He thinks he's a hero,
but he's not! He's mean,
He's green. And he nose
how to pick a fight!



He's a phlegm
flinging fool with
the ultimate spitball.

Using such nasty ammo
may be a concept that's
hard to swallow, but
he's just doing
what comes up
naturally.





Boogerman's butt blast is a back-firing burst that can level anything

in his path. It's ready, aim and, after one tortured moment, fire!

And, if all that don't knock 'em down, he can romp 'em, stomp 'em, or let fly a barrage of boogers that'll lay 'em low! Just think of him as a human weapon, a fully-loaded Oozeey... and YOUR finger pulls the trigger! DIG IT!

In one concussive burst, he blows them away. It's biological warfare at its germiest, and no villain can stand up to it!

Burp!

BOOGERMAN

A PICK AND FLICK ADVENTURE

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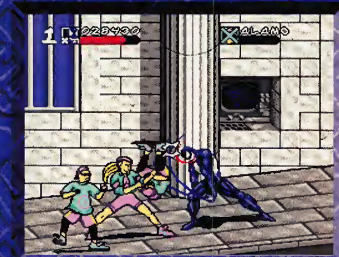
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ACCLAIM 16-MEG AVAILABLE NOW

Last month we took a look at Maximum Carnage for the SNES. It's not that we ignored the Sega version, it's just that we didn't receive them at the same time. I am happy to report to all who delight in Marvel games that the Sega version of MC is every bit as good as the SNES, besides the music of course, which is still very good for a Genesis game. MC is an arcade style beat 'em' up with added play mechanics, an ongoing story, and the ability to switch identities between Spidey and Carnage. The Marvel characters are represented well and although they lack fluid animation they are large and control quite well. Comic book aficionado's should find more than enough to like about Maximum Carnage.

MAXIMUM CARNAGE



VIC TORAI 8-MEG AVAILABLE NOW

TOPGEAR 2

I'm quite sure that just about everybody who is reading this, has played either Top-Gear, or Top Gear 2 on the SNES. If you have, I think you'll agree that a Genesis version is long overdue. Top Gear isn't known so much for its graphics, but more for its excellent control, speed, hilly terrain, smooth gameplay, and overall addicting playability. This is one of the best drivers/racers ever created. Sure, there are better graphics out there these days, but few racing games posses the stellar ingredients that make up TG2, like excellent course layout, super long gameplay (with a password feature) night, fog, and day racing, and interaction with the other drivers. Bottom line, if you're in to racing games TG2 should be on the top of your list.



Aero The Acro-Bat™ 2

Get It Through Your Skull!



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A WHOLE
NEW GAME!

**AERO
ACRO-BAT™ 2**

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VIEWPOINT

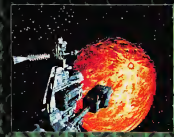
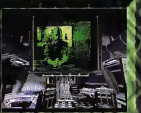
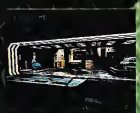
Imagine you've never played the greatest Neo Geo shooter ever created, Viewpoint. That shouldn't be so hard for 97% of the gaming population. Now imagine a great (and the only) isometric shooter for the Genesis with poly-

gons galore, huge bosses, and awesome tunes. That's Viewpoint for the Genesis. It's been way too long between good shooters for the Genesis, so this title should be welcomed with open arms. As far as the translation goes, most of the Geo game is here. The more complex polygons have been scaled down or lost a little color but the great feeling of Viewpoint is 100% in tact, and the music is surprisingly close...with some speech even! In simple terms, if the Geo game didn't exist people would rave about this title. So, if you're starving for a great shooter, grab Viewpoint the minute it's released this October! Way to go Sammy! - Takahara



IRON HELIX

Thousands of miles away, deep in space, a frightening new weapon is set to be tested on an uninhabited planet. The weapon cannot be over-riden... and it has malfunctioned. It is now aimed at an inhabited Earth-like planet called Calliope. The



weapon has already killed each and every member of the ship's crew, and it is now your job to enter and destroy the weapon. You have a few hours. Sounds fun, doesn't it? Iron Helix is one of the few good FMV CD titles. The object is to collect DNA from dead crew members, then use it to open special DNA-locked doors... all the while avoiding the malfunctioned weapon's defense systems. Iron Helix is set up in maze-style, so if you don't go for that sort of thing you probably won't like IH. We'll have more on this fine CD in a future issue! - Nick Rox

ZERO™

The KAMIKAZE Squirrel

Zero in on it!



The evil Jacques Le Sheets has a twisted plot to create counterfeit money. And to make the paper, he's ravaging the wooded homeland of Zero the Kamikaze Squirrel! Master Zero's full arsenal of Ninja techniques and weapons as you swoop, spin and dive through fifteen levels of sizzlin', 16 meg fun.



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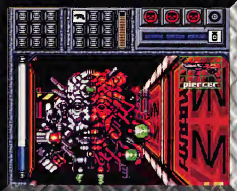


SUPER NINTENDO



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BATTLE FRENZY

Wow. I've screamed "This is a GENESIS?!" many times in the last year or so, but not nearly as loud as I did when I played Domark's Battle Frenzy. In Battle Frenzy, a 3-D Doom-style game, you play as a marine who's been "augmented with the Battle Frenzy Chip Bloodshot" to combat big bad aliens. The first thing you'll notice about BF is the immense playing area... 3/4 of the entire screen!



Compare that to Zero Tolerance's 1/4-screen playing area. In BF you get plenty-o-weaponry... Nine different guns, to be exact. You'll need 'em, too - the game takes place inside the alien menace's mothership, and it's filled with berserk alien battle robots. Battle Frenzy runs smoothly, with little jerkiness, but when the screen is filled with enemies the screen update rate can drop to something like three or four frames per second. Hopefully this problem will be corrected in the final version. For now, check out these screen shots, and we'll have more on this amazing cart. in a future issue. - Nick Rox



LETHAL ENFORCERS II: Gun Fighters

WHAT? Didn't this game just come out in arcades? I sure wish all arcade games were ported over as quickly Lethal Enforcers II: Gun Fighters! As for the cart itself, if you've played

the first Lethal Enforcers you've played Gun Fighters - it's the same game, just set in the Old West. The idea, for the two people out there who aren't familiar with this type of game, is "Shoot everything that moves, except hostages, with a bright pink or blue day-glo plastic pistol." This is incredibly good brainless fun, and with two players (or perhaps even just yourself, wielding two six-shooters) it's a blast. Konami's outdone themselves this time... You'll find tons of digitized speech, great digitized backgrounds, and of course trademark Konami rockingness. If you like LE1, you'll love LE2... and if you haven't tried this incredible series yet, now's your chance! - Nick Rox



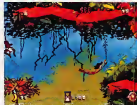
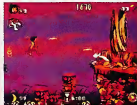
they've got
claws
they've got
venom
they've got
teeth
you've got
BANANAS?

But don't worry. They're not the kind of bananas you cut up in cereal. They're the kind that can cut down a man-eating tiger, spit-ball hurtling snakes, ballistic bat, crazy ape, or totally mental, maniac monkey. In the new video game, *Disney's The Jungle Book*, a banana can save your butt...and really mess up someone else's. You'll fire off your favorite fruit through 11 different play levels*. Plus 5 wild bonus rounds. With characters and songs straight from the Disney movie. *Disney's The Jungle Book* even features movie-like super-smooth animation. From Virgin and Disney, the same companies that created *Aladdin* for the Sega™ Genesis™ System. So make like a banana...and split for your nearest video store.

Available for all your favorite game systems.

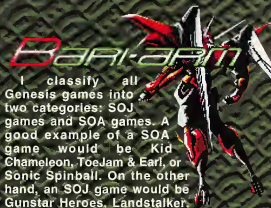
Disney's

the Jungle Book



Virgin
DISNEY
GAMES

*Number of levels and bonus rounds may vary depending on game system. Screenplay taken from Sega™ Genesis™ version. Other versions may vary. © 1994 The Walt Disney Company. © 1994 Virgin Interactive Entertainment, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd. Sega and Genesis are trademarks of Sega Enterprises, Ltd.



I classify all Genesis games into two categories: SOJ games and SOA games. A good example of a SOA game would be Kid Chameleon, ToeJam & Earl, or Sonic Spinball. On the other hand, an SOJ game would be Gunstar Heroes, Landstalker,

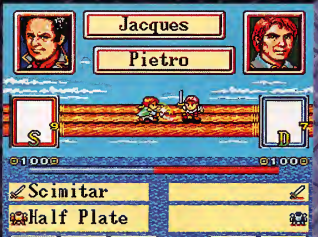


or Ranger-X. In other words, a SOJ game is an incredible Japanese port released with absolutely no advertising or hype of any kind. Android Assault is, most likely, a game that will fall into this category. Known as Bari-Arm in Japan, Android Assault is a multi-level side scrolling shooter in which you control a "variable attack fighter" that can transform into a huge robot. Bari-Arm. This game is not only an excellent shooter, but finally something that truly could NOT have been done on cartridge. Each level features up to SIX layers of parallax, superb warping, multi-direction scrolling, and the coolest damn mecha designs since... since Macross! You'll also find excellent control, power-ups, music, and cinemas... everything expected of a little-advertised SOJ title! If you go for shooters, hey... here it is - one of the best shooters to come along in a while. Go for it! -Nick Rox



According to our reader surveys, there are a lot of strategy gamers out there. I know one thing, if you're into strategy, you're into Koei. Here's their latest Genesis venture: "New Horizons." In New Horizons, you assume the identity of one of six adventurers and then take to the open seas. Of course, every-

thing is in real time, and every aspect of the game is 100% realistic. From hiring and feeding your crew to forming personal relationships to what kind of hull your schooner has, NH is like a crash course in seamanship. There are two types of battles in NH, ship vs. ship and sword fighting. If the capt. of an approaching vessel wants a piece of you, you'll have to hit the deck! With six different adventures to choose from, all of which are completely different, NH should keep even the most skilled strategist busy for weeks. - Jacob Riskin





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CD Sound!
Animation!

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Deadly.
No Fear.
No Remorse.
...and it's coming
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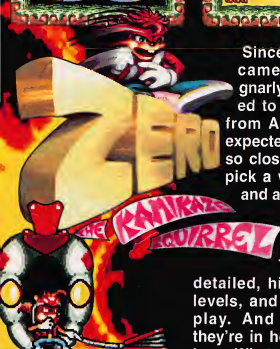


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Our games go to 11!

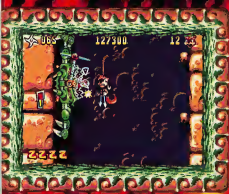
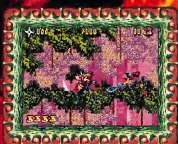
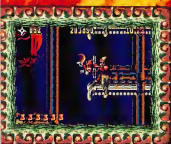
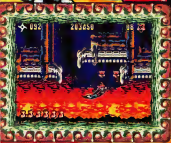
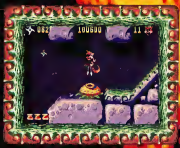
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Since when does a character that sports a cameo role in a mainstream game, get a gnarly game of his own? Since Sunsoft decided to yank out 'Zero, the Kamikaze Squirrel' from Aero The Acrobat, I guess. Honestly, I expected this to be a whimsy title with Aero 2 so close by, but after playing Zero, it's hard to pick a winner. They are both excellent games and at the same time are totally different. Zero brings to platforming a whole new bag of tricks, with play mechanics that I guarantee you have never seen before. This title also sports super

detailed, high-res graphics, huge levels, and very diverse gameplay. And special effects... they're in here, oh ya, they're in here. What, is this the year of the platformer, or what? Since we're reviewing Aero 2 this month, I'm going to save this one for December. I'll have a review on Zero next month.

-Takahara



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SNATCHER

Did you like Blade Runner? I know I did! In fact, few Sci-Fi movies have come close since... If any. Well now you can live through a similar adventure on your Sega CD... with Konami's Snatcher (of PC Engine CD fame). This was a HUGE game in Japan, and I can see why, this is way better than going to the movies! Until now, I had never seen a game like this (heavy adult themes and the coolest story this side of Japan) surface in the U.S. So gamers, put your money where your mouth is. We wanted it and the big K is set to deliver it! If Snatcher does well, other similar games are sure to follow!

Replicant... Snatcher-Blade Runner... Junker, get the connection?

You want MA-13, you got it. You want a seriously adult theme, no problemo. Konami will deliver. In the first 1/2 hour of Snatcher (during my first assignment, with my trusty companion, Metal Gear) I stumbled across a Junker (Gibson... the slacker) who had been decapitated... whoops, ya gotta' be more careful in our line of work. Metal Gear(my little droid... a gift from the chief) analyzed hair samples, skin tissue, and the contents of his stomach!, on the scene! I barely escaped with my life as the building got blown to smithereens. The murderers obviously wanted no traces of 'ol Gibson, or his droid, left behind, I wonder why? Oh, by the way, no cheapy-cheapy here. Snatcher is full of REAL VOICES, performed by talented voice actors, there is virtually NO LOADING, and the graphics and music are excellent! You even get to shoot your own Blaster! This is a game! I'll have more on Snatcher next month. -E Storm



Dec. 2047
NEO KOBE CITY





I haven't seen much regarding the movie, but if it's as good as the game it should be a good show. The game is the PageMaster, from Fox, by Probe. The animated feature film is coming soon to a theater near you.

One of the first things I noticed about The PageMaster is that for the first time, Probe has



really gone after fluid character animation, similar to that found in games like Aladdin, and Jungle Book. PageMaster also has very impressive 3D scenes, good digitized speech, and the music matches the magical mood of the game very well. Mikes bro, McCaully, attacks via the patented head bounce or can find and use magical dust to down his foes. He can also slide, bounce off of walls (when in possession of the magic dust), and hang and climb on chains, etc.... The control seems a little squirrely at this time. But the game's not done yet, so the jury is still out on the control. The chapter you're seeing here is on horror, but it's a big book, with a lot of pages. We'll have a full review next month.

-Mr. Goo



FOX INTERACTIVE
16-MEG
NOVEMBER



SHADCO:
 WEAPON:
 M16 assault rifle
 Hand grenades
 TYPE:
 Coordinated
 Calculating
 RANK:
 Lieutenant
 Leader of the group



RUCCO:
 WEAPON:
 Flame thrower
 Rocket Launcher
 TYPE:
 Fearless
 Hand working
 RANK:
 Senior sergeant
 Has a lot of real
 combat experience



MIRAGE:
 WEAPON:
 UZ-1 submachine gun
 Daggers
 TYPE:
 Intelligent
 High spirited
 RANK:
 Senior sergeant
 Highly trained in
 martial arts



The makers of the Incredible (to some) Subterranea are back with a whole new bag of graphics tricks that will make you forget about Subterranea forever. If only graphics MADE a game, Red Zone would be at the top of the heap. There is this little thing though, called playability, that looms rather large when you're playing a game, and Red Zone, unfortunately, has very little of this important commodity. RZ contains a mixture of Desert Strike-ish overhead heli-missions with Soldiers of fortune-ish overhead action sequences. The difference is the graphics. Special effects are used constantly, not sporadically, and they look stupendous. This has got to be one of the most ambitious efforts ever on the Genesis. I was instantly awe-struck by the smooth scaling

RED ZONE

TWI 16-MEG AVAILABLE OCTOBER

and amazing rotation, unprecedented full motion intro, and brilliant line scrolling overheads, the music is also right there... I REALLY wanted to like this game. However, it is so impossible in certain areas that I became overly frus-

trated and winged a perfectly good 6 button into a wall. That was it, I DON'T CARE HOW GOOD THE VISUALS ARE, I AM NOT GOING TO SUFFER THIS MUCH TO SEE THEM! The moral of this story? If you crave an unprecedented challenge that makes EA's "Strikes" look like a walk in the park, then sign up today, this is your game. On the other hand, if you like a good challenge in a game that you can actually enjoy and have fun with either pass, or Action Replay the ca-ca out of Red Zone. - Mr. Goo



STRAP ON YOUR BUNNY EARS AND SAVE THE WORLD.



Go ahead and laugh, funny boy.

But get it all out now because we're talking "shooter" here. A blistering, mommy-help-me-I'm-scared, Sega CD shooter.

And when you've got the U.S. Navy, the Russian Army, the Seven Gods of Good Fortune and an entire raccoon militia in your face, you'll be glad you're wearing a sexy tutu with fire-engine-red pumps...

They'll help to distract Dr. Pon's bloodthirsty minions while you blast his furry buttocks into the stratosphere.



You've got a green dragon and an awesome collection of firepower to help you compile your body count.



A true CD shooter filled with all the thumb-burning, eyeball-frying adventure you deserve.



Classic Japanese animation brings to life the most unique band of bosses to invade the Sega CD.



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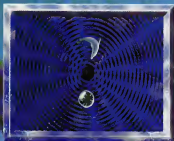
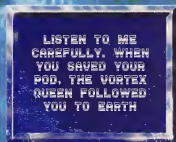
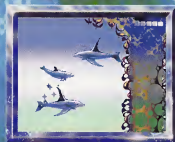


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ECCO

The Tides of Time



Sega's ready to go with Ecco's third foray onto the Genesis, *The Tides of Time*... and it's incredible! For those of you who haven't come in contact with an Ecco game before, you play the role of... you guessed it... Ecco, an avenging dolphin who's out to defeat the evil Vortex Queen, who makes life difficult for sea creatures everywhere.

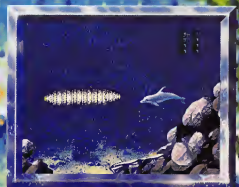
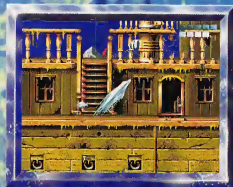
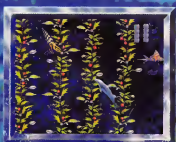
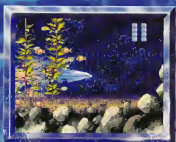
Ecco is simply one of the most controllable characters I've ever taken a joystick to - he's got a wide variety of different moves, and all are useful. You can fire a sonic wave with A, which is the attack you'll use most - it can be used to talk to your fellow dolphins, push crystals around, and inhale helium (!) Ecco can perform a head ram with B that can smash rocks and harm enemies. You can also speed up your swimming with the C button.

Ecco: The Tides of Time is a hard game to classify - the game is half action, half adventure, half puzzle game... Wait... that adds up to 1 1/2 games! Ah well... that's just what ETTOT is! In addition to the regular stages, you have 3-D "shooting" stages, similar to the X-Wing stages in *Super Empire Strikes Back* on the SNES. These areas not only scale perfectly, but they're loaded with line scrolls and incredible transparency effects.

The graphics in ETTOT are phenomenal, making full use of that magical trick called HAM, or Hold and Modify, a software technique that allows 128 colors to be displayed at once. The backgrounds are astoundingly detailed and colorful, 100% SNES quality, and the line scrolling and transparent water really must be seen to be appreciated. The animation is eye-popping, too - all of the li'l fishies look digitized... and just wait until you see the massive, flicker free bosses.

This title's tunes were surprisingly good, and I HATE Spencer Nielsen, especially after his rape of Sonic CD. I must admit, though, he can do things with the Genesis music hardware that I've never heard before. The sound effects in *Ecco 2* are okay, but very average.

Ecco: The Tides of Time is one of the longest, funnest and, most importantly, original games I've played in quite a long while. My only complaint about Ecco 2 would be about it's difficulty - the later levels can get ultra-merciless. If you liked the first one, or even if you haven't tried it, give Ecco 2 a whirl... I'm SURE you'll like it. - Nick Rox



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You think you want to be King?

Get real. You're starting life as Simba, the cub. To survive and grow into a powerful adult lion, you must perfect your savage pounce, reckless roar and master fighting with all four paws. If you survive the challenge, you'll grow into a strong, ferocious adult lion.

So prepare to scrap with hyenas. Blast through an elephant graveyard. Battle an in-your-face stampede of trampling wildebeests. And you'd better quit hanging with slackers like Timon and Pumbaa, unless you want to be scarfing bugs the rest of your life!

Are you sure you want to be King? Then it's time to cut loose in the deadliest one-on-one brawl ever. Defeat your evil Uncle Scar. Recapture the Pridelands. And reclaim your rightful place in the Circle of Life.

- ✦ A radical variety of gameplay that follows the adventures of the hit movie *The Lion King* through 10 levels of action, puzzles and combat.
- ✦ Fast, super smooth, movie-like animation, hand-drawn by top Disney animators and packed with the latest Digicel™ technology in a 24-meg cartridge.
- ✦ All 9 music selections from the movie, including "The Circle of Life," "Just Can't Wait to Be King" and "Can You Feel the Love Tonight?" composed by Elton John and Tim Rice.
- ✦ Able to control four characters: young Simba, adult Simba, Timon and Pumbaa.

See
THE LION KING
this holiday season
at a theatre
near you.

Virgin

Disney
Interactive

THE LION KING



24 meg. Sega™ Genesis™ and Super NES®



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a higher level
of gaming.



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arcade stick

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Remember, if it's not SEGA, you lose.



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6 Button Controllers

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Look for these

CONTROL YOURSELF!

GF
RATES THE
PERIPHERALS

ABOUT THESE RATINGS...



The "D" Pad- The "D" Pad is a very important part of any controller, especially during Dragon Punches. There are 5 possible levels: **Very Flat or Loose (2pts.)**, **Semi-Flat or Loose (4pts.)**, **Good (8pts)**, **Right There (8pts.)**, and **Nice & Clicky (10pts.)**.

Main Buttons- Buttons "make" a controller. You want nice springy ones, high off the pad, that won't go flat. The same five levels apply.

Comfort- Are the corners rounded? Is the back molded, or is it squared with sharp digging edges? A simple 1-10 rating applies here.

Durability- How is it made? Is it a cheap imitation or a fine product? And, most importantly, can it survive the wall at 30 M.P.H. A simple 1-10 will do here too.

Fighting Game Rating (FGR)- This is simply how well a controller performs standard fighting moves, Dragon Punches etc... 1-10 rating.

■ = GENESIS ■ = SNES ■ = MULTI SYSTEM

Champ PowerPad 100



D-PAD 8
MAIN BUTTONS 6
COMFORT 8
DURABILITY 7
FGR 9

OPTIONS: TURBO, SLO-MO.
COMMENTS: ALTHOUGH SHAPED FUNNY FOR A SEGA PAD, THE PP100 IS A DRAGON PUNCHING MACHINE. THIS CONTROLLER PERFORMS GREAT WITH SF2.

Champ PowerPad 6



D-PAD 10
MAIN BUTTONS 8
COMFORT 8
DURABILITY 7
FGR 8

OPTIONS: TURBO.
COMMENTS: IF YOU LIKE THE FEEL OF A BIG CONTROLLER, THIS IS A GOOD ONE. THE PP6 IS 3 AND 6 BUTTON INTERCHANGEABLE.

Competition Pro 6 Btn.



D-PAD 2
MAIN BUTTONS 6
COMFORT 7
DURABILITY 6
FGR 7

OPTIONS: TURBO, AUTO FIRE, SLO-MO.
COMMENTS: FOR A LARGER PAD THE CP6 PERFORMS WELL, BUT WHEN PLAYING FIGHTING GAMES THE D-PAD STICKS LIKE A BANSHEE.

Competition Pro Series 2



D-PAD 2
MAIN BUTTONS 6
COMFORT 6
DURABILITY 6
FGR N/A

OPTIONS: TURBO, SLO-MO.
COMMENTS: THE MAJOR DRAWBACK OF THE SERIES 2 IS THAT IT ONLY HAS 3 BUTTONS. IF YOU DON'T PLAY FIGHTERS, IT'S A DECENT CONTROLLER.

Competition Pro SG6



D-PAD 4
MAIN BUTTONS 8
COMFORT 6
DURABILITY 6
FGR 7

OPTIONS: 3-6 BUTTON INTERCHANGEABLE.
COMMENTS: THE D-PAD ON THE SG6 IS EXTREMELY LOOSE BUT THE BUTTONS ARE CONFIGURED PERFECTLY. IT'S A MID-SIZE PAD WITH SHARP EDGES.

Joytech Enhancer



D-PAD 6
MAIN BUTTONS 6
COMFORT 6
DURABILITY 8
FGR 8

OPTIONS: BUILT IN MK MOVES, TURBO, SLO-MO.
COMMENTS: TERRIBLE WITH SF2. GREAT FOR CHEATING AT MK. YOU CAN PERFORM SPECIAL MOVES BY HITTING 1 BUTTON! CUTE LI'L CART INCLUDED!

STD SG ProgramPad



D-PAD 8
MAIN BUTTONS 8
COMFORT 9
DURABILITY 10
FGR 8

OPTIONS: 66 SPECIAL MOVES FOR MKSF2. MIRROR FUNCTION, AUTO FIRE, SLO-MO, LCD DISPLAY.
COMMENTS: THE PERFECT CONTROLLER FOR PEOPLE WHO SUCK AT FIGHTING GAMES. THE OVERALL QUALITY OF THIS PAD MAKES IT THE BEST.

STD SG ProPad



D-PAD 6
MAIN BUTTONS 6
COMFORT 8
DURABILITY 10
FGR 6

OPTIONS: SEMI/AUTO FIRE
COMMENTS: A SEGA CONTROLLER IN A SNES CASE. CAN YOU SAY SHORTCUT? IF STD PUT THESE COMPONENTS IN A SEGA CASE, THEY'D HAVE A WINNER.

BUY YOURSELF!

STD SG ProPad 6



D-PAD	6
MAIN BUTTONS	6
COMFORT	9
DURABILITY	9
FGR	7

OPTIONS: MULTI-FIRE PROGRAMMABLE, SLO-MO, TURBO, AUTO.

COMMENTS: FIGHTING GAMES ASIDE, A GREAT OVERALL CONTROLLER. GREAT FOR SHOOTERS.

Champ Mouse



D-PAD	N/A
MAIN BUTTONS	10
COMFORT	9
DURABILITY	9
FGR	N/A

OPTIONS: MOUSEPAD
COMMENTS: ACTUALLY, THIS IS A VERY NICE MOUSE. THE ARTWORK ON THE MOUSE PAD EVOKES JOY-JOY FEELINGS.

Champ PowerPad Tilt



D-PAD	8
MAIN BUTTONS	4
COMFORT	6
DURABILITY	6
FGR	6

OPTIONS: TILT POWER, TURBO, SLO-MO.

COMMENTS: THE POWER TILT FEATURE ALLOWS YOU TO CONTROL DIRECTIONAL MOVEMENT BY TILTING THE CONTROLLER...WHY? IF NOTHING ELSE, THIS CONTROLLER IS A GREAT NOVELTY.

Champ PowerPad 100



D-PAD	8
MAIN BUTTONS	6
COMFORT	7
DURABILITY	7
FGR	9

OPTIONS: TURBO, SLO-MO.

COMMENTS: A GOOD OVERALL CONTROLLER, A LITTLE ON THE LIGHT SIDE AND THE BUTTONS ARE A LITTLE FLAT, BUT THE D-PAD SAVES IT.

Competition Pro SN9



D-PAD	2
MAIN BUTTON	4
COMFORT	5
DURABILITY	5
FGR	5

OPTIONS: TURBO/AUTO FIRE, SLO-MO.

COMMENTS: A VERY CHEAP FEELING, LIGHT, UNRESPONSIVE CONTROLLER.

Joytech Enforcer



D-PAD	6
MAIN BUTTONS	6
COMFORT	6
DURABILITY	8
FGR	8

OPTIONS: BUILT IN MK MOVES, TURBO, SLO-MO.

COMMENTS: TERRIBLE WITH SF2. GREAT FOR CHEATING AT MK. YOU CAN PERFORM SPECIAL MOVES BY HITTING 1 BUTTON! CUTE LI'L CART INCLUDED!

STD SN ProgramPad



D-PAD	10
MAIN BUTTONS	8
COMFORT	9
DURABILITY	10
FGR	9

OPTIONS: MIRROR FUNCTION, MEMORY, LCD PANEL, AUTO FIRE, SLO-MO, PRE PROGRAMMED MOVES FOR SF2 & FATAL FURY.

COMMENTS: A VERY WELL BUILT, COMFORTABLE, AND RESPONSIVE CONTROLLER. THE OPTIONS WORK EXTREMELY WELL.

STD SN ProPad



D-PAD	6
MAIN BUTTONS	6
COMFORT	8
DURABILITY	10
FGR	8

OPTIONS: SLO-MO, INDEPENDANT AUTO FIRE.

COMMENTS: A GOOD ALL AROUND CONTROLLER. THE STD SNES PADS SEEM TO BE VERY WELL PUT TOGETHER AND THE CLEAR CASE MAKES THEM THE BEST LOOKING.

THE NAKI MINI ARCADE

This mini arcade is the coolest GB peripheral I have ever laid hands on. It's a little big for plane rides but at home it performs perfectly. This is an extremely well put together device with great sound, a perfectly lit screen and great controls. The MC runs on two "C" batteries or an optional AC adaptor.



THE STD HANDY BOY

A good set of portable bells and whistles for the GameBoy. The optional buttons tend to stick a bit so you might want to leave them off. Everything else works well. If you can get used to the added bulk, the Handy Boy is for you.

WIN YOURSELF!

Competition Pro Multi System



D-PAD	4
MAIN BUTTONS	4
COMFORT	8
DURABILITY	5
FGR	5

OPTIONS: INDEPENDANT ADJUSTABLE AUTO FIRE, SLO-MO.

COMMENTS: THIS CONTROLLER HAS A VERY CHEAP FEEL TO IT. THE BUTTONS ARE QUITE FLAT, AND IT'S A WHALE.

KBM Arcadian



JOYSTICK	8
MAIN BUTTONS	10
COMFORT	7
DURABILITY	8
FGR	8

OPTIONS: NONE.
COMMENTS: THE JOYSTICK ON THE ARCADIAN HAS A LITTLE TOO MUCH TRAVEL, BUT OVERALL IT'S A QUALITY JOYSTICK.

Naki Pro Fighter 6



JOYSTICK	8
MAIN BUTTONS	8
COMFORT	10
DURABILITY	9
FGR	9

OPTIONS: MEMORY, TURBO SETTINGS, SLO-MO.

COMMENTS: A VERY COMFORTABLE AND RESPONSIVE JOYSTICK. THE SUCTION CUPS KEEP IT GLUED DOWN AND IT EXCELS AT FIGHTING GAMES.

Naki Pro Player



JOYSTICK	8
MAIN BUTTONS	8
COMFORT	6
DURABILITY	9
FGR	9

OPTIONS: INDEPENDANT TURBO, SLO-MO.

COMMENTS: A VERY UNIQUE JOYSTICK, IT DOESN'T "CLICK", BUT MOVES COME OUT PERFECTLY. THE PRO PLAYER HAS AN ODD OVERALL SHAPE THAT SOME MAY FIND HARD TO GET USED TO.

Naki Pro Control 6



D-PAD	4
MAIN BUTTONS	6
COMFORT	7
DURABILITY	9
FGR	7

OPTIONS: MEMORY, AUTO FIRE, TURBO, SLO-MO.

COMMENTS: OVERALL, THIS IS NOT A VERY GOOD PAD. THE LAYOUT IS CRAMPED AND THE D-PAD IS TOO SMALL. THE HIGHLIGHT IS THE PROGRAM FEATURE.

AND THE WINNERS ARE...

It's been a long time since I've tested controllers, and it was quite interesting. While a couple pads are very good, the majority are cheap imports with new company logos pasted on them. STD controllers seem to be the highest quality, with Naki close behind. Champ has a couple good pads and an OK overall line. The Competition Pro pads range from cheap SNES pads from China to OK Sega pads with the SG-6 being their only bright spot (and it ain't that bright). All of the Joysticks are worthy of purchase. The Arcade Pro by STD is the best small stick and Naki's Pro Fighter 6 is the best full size. Both are great for SF2, C2, and MK. We don't use "smart" pads here at GF but there are some excellent ones in STD's line. Their Sega pads are still in SNES configuration though, and that bothers me. The winning pads based on sheer control are; for Sega, the SG Programpad 2, and for SNES the SN Programpad. The best Sega pad for fighting is Champ's Power Pad 100. Best SNES fighter is again the SG Programpad, though either stick mentioned above is preferred. The Enforcers are well built and when it comes to MK cheats, they're the ones. Both have cool memory carts. ASCII did not send us review units, but their SNES pad is a rocker.

STD Arcade Pro



JOYSTICK	8
MAIN BUTTONS	8
COMFORT	8
DURABILITY	9
FGR	9

OPTIONS: INDEPENDANT ADJUSTABLE TURBO, SLO-MO.

COMMENTS: MOVES COME OUT PERFECTLY WITH THIS WELL DESIGNED AND PUT TOGETHER COMPACT JOYSTICK. VERY NICE!

HandyGear



THE STD HANDY GEAR

The people at STD have the right idea here. The HG is a nice looking peripheral that, if it worked properly, could be a great attachment. Unfortunately, the D-Pad suffers greatly and overall button response is sluggish.



THE NAKI TURBO TWINS

Naki's Turbo Twins are the ultimate in rechargeable battery modules. You not only get six hours of power, but you also get a comfortable pair of hand grips. With the TT's attached, the Game Gear also rests standing up.

Robert Akers
 Monitor/Law Society
 Hit by the Masked Muscle.



Dan Baldino

Varsity Basketball, Student Council
 Knocked silly in Super Punch-Out.



Cheryl Berman

Young Scholars of America, Junior Hawkette
 Lasted 4 rounds in Super Punch-Out.

Vanessa
 Fencing, Yearbook Staff
 Bell rung by Piston Hurricane.



Kim Bandusky

JV Basketball, Health Officer Helper
 Face rearranged in Super Punch-Out.



Robert Carney

Physics Club, Tomorrow's Farmers Society
 Took on the Narcis Prince.

Young Advertiser
 Knocked out in First Round.



Joe Bardetti

Varsity Football, German Club
 Looked at Nick Bruiser the wrong way.



Don Coyner

Varsity Wrestling, Junior Librarian
 Pummelled by Mr. Sandman.

Introducing the Super Punch-Out Graduating Class of '94.

Now get in lots of fights after school without getting suspended.

It's Super Punch-Out.® The biggest Punch-Out ever, featuring some of the biggest lowlifes ever.

They may look dumb. But these guys are big and in-your-face (no sissy side-view



LOW BLOWS, KICKS AND STICKS TO THE HEAD ARE LEGAL.
NOW LET'S HAVE A GOOD CLEAN FIGHT.

perspectives.)

Even worse, they've each got their own dirty style you've gotta figure out before you can **kick their butts.**

But before you even step in the ring, you gotta have a Super NES. And then it's DING! DING! — 16 bouts of smacks, hits, jabs and of course, lots of **nasty shots** below the belt.

Sound like fun? You bet your last few remaining teeth. Cuz you know, there's nothing like beating the **snot** out of a big ol' ugly guy.

Although a knee to the groin is pretty cool too.



JUST 4 OF THE NEANDERTHALS YOU'LL
AND THEY JUST CALLED YOU A LITTLE
FACE.
HAGGOT.

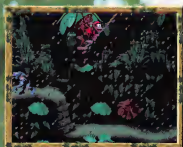
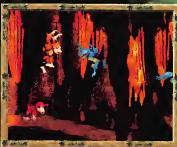
Only For
SUPER NINTENDO
ENTERTAINMENT SYSTEM



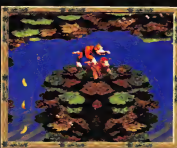
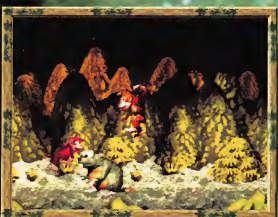
DONKEY KONG COUNTRY

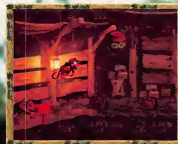
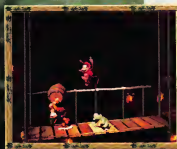


THERE'S NO PLACE LIKE HOME...



Donkey Kong Country... it's the game that is feared by all who have seen it. Why you ask? Because DKC is so spectacular that it will set a new standard in 16-bit gaming. But a single SGI workstation costs one hundred thousand dollars... how will the little guy compete?... feared. Many thought the game would be one-dimensional, and lack diversity and play mechanics... or they hoped it would. Sadly for them it doesn't... not

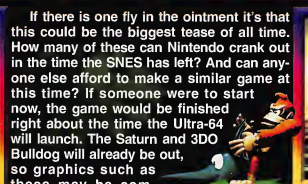
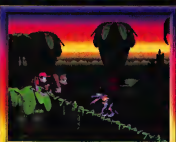
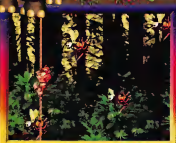
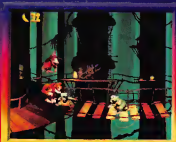
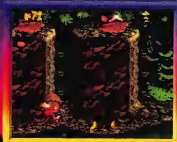




by a long shot! In fact, no two levels in DKC are alike, in execution. Sure, some backgrounds are repeated (though re-configured)... BRILLIANT SGI BACKGROUNDS THAT IS... GO AHEAD, REPEAT 'EM!

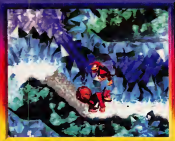
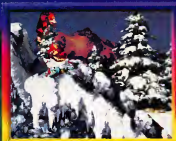
What DKC is to me, is a Mario World style platformer with more diversity, more hidden bonuses, cooperative characters that smoke the plumber, music that will bring tears to your eyes, and SGI graphics that practically take your breath away... I'll take these all day, and night. And I will, play it loud! *cont'd*



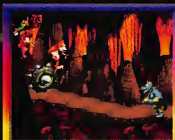
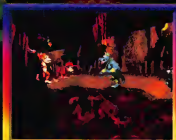
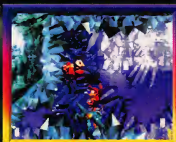
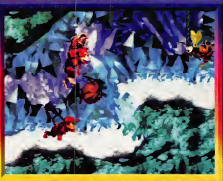


If there is one fly in the ointment it's that this could be the biggest tease of all time. How many of these can Nintendo crank out in the time the SNES has left? And can anyone else afford to make a similar game at this time? If someone were to start now, the game would be finished right about the time the Ultra-64 will launch. The Saturn and 3DO Bulldog will already be out, so graphics such as these may be com-

Temple Tempest

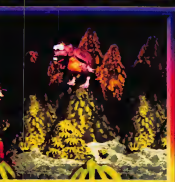


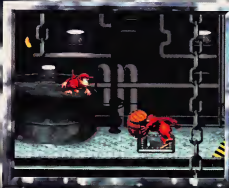
monplace, on multiple platforms. Had this game come out a year ago, the SNES would rule, and the 3DO, which to date has not matched this perfection, would have nose dived like a ton of bricks. DKC is like some strange phenomenon. It's like getting in your VW bug one day and it drives like a Ferrari. What impact DKC has on the industry will be interesting indeed, but I can assure you of one thing. SNES's will roll out like ten dollar Porsches this Christmas and everyone will have to own this game. Will



more 16-bit SGI games surface in the future? You can bet they will, from Nintendo, but will companies like Square, Capcom, Konami, Sunsoft and Virgin follow suit with 32-bit so close?

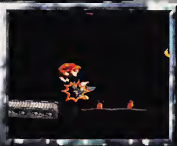
I don't mean to downplay DKC. It's just that I'm about to spend hundreds of dollars on a new 32 or *cont'd.*





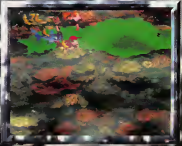
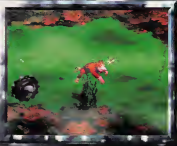
64-bit machine and I just found out that my 89.99 SNES can do the same thing. Imagine Final Fantasy, Act Raiser or Metroid with these graphics. Would we need 32-bit? I think not. See any 3DO games that look like this? How about any Jag stuff? I don't. Sure, one or two PSX or Saturn games look a little better, but at what price?

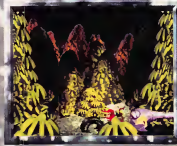
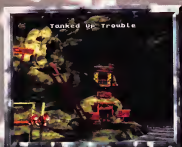
The bottom line is that Donkey Kong Country is amazing. Why? Because (graphics aside) it sports a huge



assortment of technique while maintaining a level of graphics never before seen on a 16-bit platform. In fact, if this game didn't have SGI graphics and simply had Mario World visuals, it would be a worthy sequel to that game... and we all know how good Mario World was. Did anyone play that game for under a month? I don't think so.

It takes five basic ingredients to make a phenomenal platformer;





great graphics, superb music, abundant play mechanics, length, and hidden secrets to keep you playing long after you've beat it. DKC has it all, and more, as every ingredient is done to perfection. I guess that's what DKC is... perfection! - E. Storm



DKC IS PACKED WITH SECRET BONUS... CAN YOU FIND THEM ALL?



They're back! Those clay dudes... or things, or whatever they are, they're back and SNES graphics never looked better! An improvement? How about a major overhaul! This is a great fighting game in every way. C2 is not just a novelty fighter, it's a winner in the area of graphics, humor, and control as well! Lets start off by meeting our new combatants, shall we?

GOO-GOO

My absolute hands down favorite! Twist a half circle and what does he throw (and squeal)? "BOTTLE!" How about a dragon punch? "HYPER UPPERCUT!" Goo-Goo also has a cool crawling attack "RAM-BUTTI!" To say the least, this is a great character! Goo-Goo's spiked rattle can really pound clay!

OCTO-HEAD

What a squid... literally. Try an "OCTO-SPIN!" on for size. Eight legs makes all the difference. Octo is hard to master but can be very effective. He can hold his breath for a long time too!

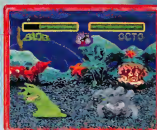
NANA-MAN

Now here is a great character... and part of the four food groups! Nana's a nasty rasta type dude who first peels himself to expose the evil Nana physique and then throws you a slice, "PEEL THIS MONI!" Jump in front of him and get ready to hear, "TOTALLY AIR MONI!" as he cranks out an aerial move and knocks a knot on your head!

HOPPY

Good luck snaggin this rabbit's foot! Decked out in biker attire complete with spikes, Hoppy's got big time spring in his step... and loves to throw "SPINNING CAR-ROTS!" Hoppy definitely gives new meaning to the phrase, "rabbit punch!" Watch out for those flying kicks...

BOTTLE!



KANGOO

She's a nasty little mate! Turbo tapping the punch button produces her "WHIRLWIND PUNCH!" attack, which is a good close range punch, but you really want to watch out for her lightning fast speed punch. She's quick, so watch out! THE BLOB!

One of three characters to return in C2, the Blob is not just back, but he's badder than ever. Of course he can still saw you in half or give you the boot, but now he can also drop an anvil on your head or, turn in to countless troublesome forms. The Blob is back! Eat clay! TINY

There's nothin' Tiny about Tiny! His "JERSEY PUNCH!" is a big energy drainer, and the easy to execute "MEDICINE BALL!" consistently catches enemies off guard. Tiny also has fearsome Kicks.

BAD MR. FROSTY

No longer just a garden variety snowman, BMF is now a wet and wild bad-ass. He may blow you a frozen kiss, "ICE BREATH!", or better yet, morph into a speeding spike and really stick it to you "SNOWBALL!" Either way, he's as cold as ice!

As you can see, Interplay has provided us with more than enough thrills in this stellar sequel. The realistic animated locales and graphics so real you can almost reach in and squish 'em just add to the party. I'll pass on this year's blood and guts fighters for a good roll in the clay any day. C2 is a big winner!

- E Storm



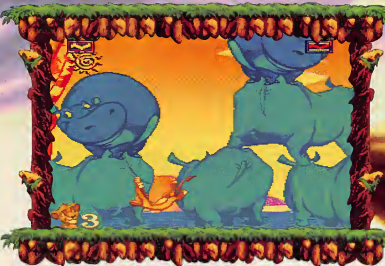
PEEL THIS MONE!

THE LION KING

Disney's latest multi-million dollar box-office smash, *The Lion King*, is coming to a SNES near you this fall. Let's begin the review by saying this: TLK is the BEST SNES action game I've played this year. Finally, the SNES seems to be eating a bit of the Genesis' platform supremacy away, and Virgin's *Lion King* is taking a tremendous bite!

You know the story - Evil uncle kills li'l cub's father, cub seeks revenge. The cub Simba, and that's you, is only a cub for 6 levels... then Simba grows up, and you're an adult for the remainder of the game! As if two totally different characters weren't enough, you get bonus rounds in which you can control Timon and Pumbaa, and an eye-popping 3-D stage like nothing you've seen before. In addition to this, you've got tons of speech, ranging from Rafiki's "the king has returned!" when you continue, and Scar's malicious "kill him." SO cool.

If there's ever been a game that justifies it's 24m, *The Lion King* is it. The control in TLK is hyper-smooth, and you really WILL feel as if you're playing the cartoon. Simba, as a cub, can only jump, roll and roar, but as an adult he can also slash and throw enemies. Roaring at enemies can either startle them, making them an easy target or expose their vulnerable bellies if they're un-attackable from the top. Rolling, as young Simba, has the same function. Either Simba can grab onto ledges, Prince of Persia style, and swing from branches or spikes as well. This is where the only real problem in the game is - swinging from branches and ledges is very, very difficult and unnecessarily so. All of the graphics in TLK are absolutely top-notch, and they should be... they're all drawn by Disney animators! All of the animation is incredibly smooth, too... so smooth that it even beats





MMMMMMM... TASTY BONUS BUGS!

Aladdin on the Genesis. The backgrounds are exceptional as well, total Disney quality. Lion King's music is simply some of the best renditions of REAL music I've ever heard. All the instruments are digitized - drums, flutes and even chanting. You'll be signnin' along with those Top 10 Lion King tunes in no time at all! The sound effects, as I've said before, are astonishing... the speech and sound effects are so incredible that you'll be convinced James Earl Jones is stowed away in your SNES.

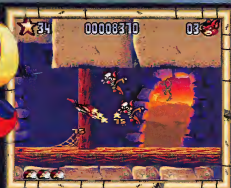
To wrap up, Lion King is an incredible platformer that shouldn't be missed. The only things I didn't like about the game were the absurd jumping from branch to branch, and that the game is much too difficult for young children, who are the ones who would be most likely to buy this game. Give TLK a try... You definitely WON'T be disappointed. -Nick Rox

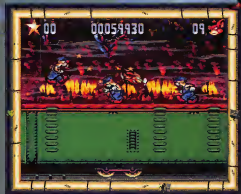




If by some chance, you were one of the few who actually defeated Ecto at the end of 93's hardest platformer; Aero the Acrobat, I'm sure the last thing you want to hear is that he's back. Well sorry guys, it seems that a certain squirrel saved his sorry butt just before the moment of impact. On the flip side if you're thinking that the high degree of difficulty found in the original is going to steer you away from another adventure, starring Aero, think again! Aero Two is not only easier, but it's twice the fun! Twice the fun, heck, it's twice the game. As with any platformer series the first one is always the test. You throw it out there and see what people like, and what they dislike. Then you go back to the drawing board and make your masterpiece. Aero 2 is indeed Sunsoft's masterpiece, as it is the best platformer they've put out on the SNES. Within the realm of this 16 meg cartridge, you will find brilliant animation, detailed artwork, phenomenal level design, hidden goodies up the ying-yang and an incredible assortment of play mechanics that will have your fingers glued to the buttons for days.

Aero 2 says chow to the circus and hello to a new world. Aero becomes a world traveler in part 2, just check out these shots...this 'aint the circus! Both





Aero and his enemies are much darker than in the first game, something that I thought was much needed in this sequel. You'll also find more animation, more attacks, and a more linear overall adventure (of course it's packed with hidden stuff). But that's not all. In Aero 2 you will also dine on clean, crisp, special effects, that look almost photo-real, no joke. Get ready for some nice between level story telling as well, with big colorful characters. When it comes to music, that is where the SNES Aero leaves the Sega one in the dust. This game has fantastic music! The SNES version will also (of course) knock you out, with massive color!



Many of our hard to please SNES gamers, here at GF, pick Aero 2 as one of the top three best SNES action games of the year, and that is really saying something. You owe it to yourself to check it out. Aero 2 for the SNES is one of a handful of must have games appearing this holiday season. If platformers are your thing, you 'gotta have it!! — Takahara



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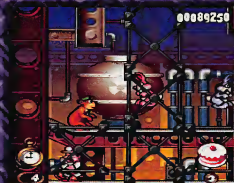
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YOGI BEAR

That's it, jump. You jump through various locales, like snowy mountains, forests and caves, collecting little watches that serve no purpose and bouncing on "pickanick" baskets. It may sound mediocre, but it's actually kinda fun. I'm not one to goo over jump-based platformers, but I did like Yogi. The graphics in this cart are very impressive... whoever was in charge of backgrounds should be commended. The music, however, is in another realm entirely - It's easily the best thing about the game. Sadly, the problem that plagues Mickey Mania may plague this game as well... the main character. I don't really know many people who would be thrilled to play a game based on Yogi Bear, except little kids (or very nostalgic adults), so if you're one of 'em, or you've got one, Yogi is good clean, recommended fun. - Nick Rox



BRUTAL

Fists Of Fury

Hey, they (fuzzy creatures) star in platformers...why not fighters? Welcome to the world of Brutal,

where once a year, the Dali-Llama assembles the animal kingdom's greatest warriors for a fierce fight for supremacy. It's earn as you learn in Brutal, as you must reign victorious to learn the many new and improved special moves in the game. The SNES game features brilliant color, smooth line scrolls, and a great soundtrack. There's not much in the way of blood and guts in Brutal, but there's enough fluid animation and martial arts honor to go around. - Nick Rox



Paws of Fury

SNES

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Ren & Stimpy SHOW TIME WARP

Wow! What is this, three Ren & Stimpy games in one year? Hot on the heels of the horrendous Firedogs comes Time Warp... what an improvement! In this 12m title that kinda wants to be Final Fight, you assume control of either Ren Hoek or Stimpson J. Cat, pound various baddies, collect Happy Helmets and listen to LOTS of digitized speech... and you even get cool "Look! I can copy the Hyper Zone effect!" stages. This title is a huge step-up from most THQ games, (Finally!) and it should

more than satisfy any Ren & Stimpy fan... The graphics and animation are pure Spumco, the music is great, and the cart's overflowing with speech. A worthy follow-up to R&S's first SNES foray. -Nick Rox



VIC TOKAI • 16MEG • AVAILABLE NOVEMBER



SHIEN'S REVENGE

It's a rare game that's completely and totally original these days. Shien's Revenge is such a game. How can this cart be described? Imagine the shuriken-tossing bonus stages in the original Shinobi, but with the ability to block and attack with a dagger if an enemy gets too close. That's Shien in a nutshell, but the screen is scrolling from left to right, and you have Ninja Magic that can take every enemy on the screen out. This title takes a while to get used to, but once you've got the hang of it, it's great, if repetitive, fun.

The graphics are impressive, with lots of transparencies and scrolling effects, and the music is suitably ancient Japanese. Shien can also be played with a mouse, which helps a LOT. Strangely enough, though, the best feature of Shien's Revenge is the totally 3-D 2-player competitive mode which can't even be accessed without a code... see Hocus Pocus this month for the command! -Nick Rox...





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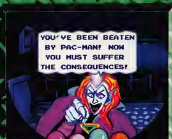


PAC-MAN 2

The New Adventures!

Pac-Man returns! As with every Pac-Man game, Pac-Man 2 is insanely original. It's almost too original to describe, but here's the idea - First of all, you're not even in control of Pac-Man. HE'S walking around and calling the shots, and all you can do is make him notice things and affect his mood. "Affect his MOOD?" you ask? Yes! This is

the key to the game - depending on what mood Pac's in, he'll react differently to his surroundings. For instance, if Pac-Man is depressed and he encounters a balloon stand, he'll buy one and be happy. If he's in a mischievous mood, he'll pop the balloons and the owner of the stand'll get mad and pump Pac-Man full of helium - which lifts him up to the next level! That's Pac-Man 2. If this sounds ultra-boring to you, it probably will be... but I thought it was one of the most fun and COMPLETELY unique games I've played in a long time... and that's always appealing! We'll have more on PM2 in a future issue, and I'll be seeing you then! - Nick Rox

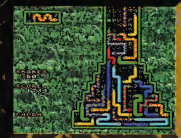
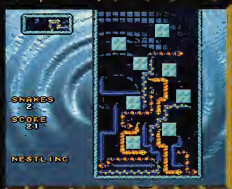


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WILD SNAKE

Gah! I don't really care for puzzle games, and I can only think of two that I really, really, REALLY like: Puyo Puyo/Mea'n Bean Machine (Of course... doesn't everyone?) and WildSnake by BPS. This 4m wonder



isn't like any puzzle game you've played before: You don't rotate anything. The whole game is played with the pad. Multicolored snakes are falling from the top of the screen, and you have to get two of the same color to meet. Then one of them disappears. The coolest thing, though, is the control of the snakes - you maneuver them around in almost a shooting game style, as you can move them left or right in any way you want, make them roll up, etc... they're just super-controllable. Sometimes a flashing WildSnake will fall, and if you bring one of these in contact with, say, a blue snake all blue snakes on the screen will disappear, ala Tetris 2. The art in WS leaves much to be desired, but it's not TOO bad... just very few colors. The music, however, is EXCELLENT. It's an Egyptian-sounding soundtrack, with lots of digitized jungle noises in the background. Very cool, and just right for the game. If you like puzzle games, WildSnake won't disappoint. It's one of the best. - Nick Rox

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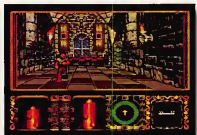
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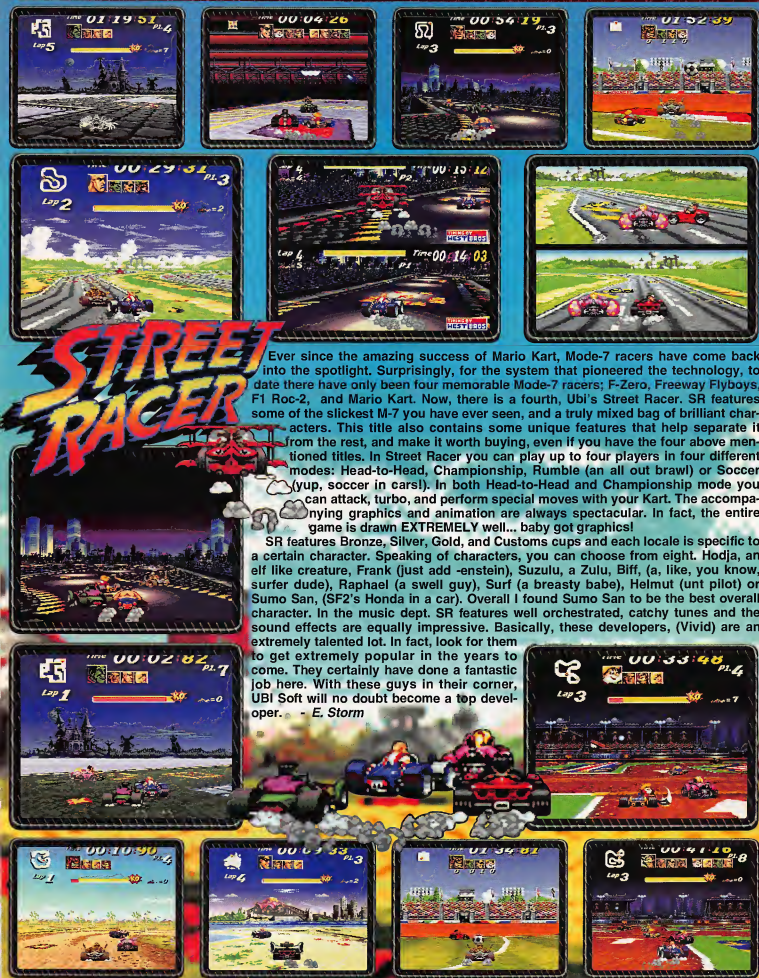
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Demon's Crest

Do you remember the way the first SNES games, titles like Castlevania IV, Super Ghouls 'n' Ghosts, and Contra III felt? You can't say you've played anything like them since. All that's about to change, though... Demon's Crest is here.

2,000 years ago, six magical Crests fell from the sky into the Demon Realm.

These crests would bestow great power to the one that collected all six. Only one demon, Firebrand, had the strength to collect five of these. The last, the Crest of Heaven, was held by the fearsome Demon Dragon. Firebrand defeated the Dragon, but was seriously wounded in the process. Seeing his chance, a lesser demon named Phalanx struck down the wounded Firebrand and stole the six Crests. Firebrand fell into the very coliseum of the Demon Dragon! Firebrand escapes the Dragon only after 2,000 years of torture. He emerges to find Phalanx the emperor of the demon realm, and master of the six Crests. Firebrand vows to defeat the evil Phalanx and regain the six mystical stones! The play mechanics in this title are incredible, diverse, and original - you can fire flame bullets and jump, but you can also smash blocks, statues, windows, etc. that are behind you, which often reveal secret items. While jumping, you can stop and hover, too. Firebrand isn't limited to one form - each time you find another Crest, you can morph into a different demon. Firebrand's forms include the basic form, Earth form, Wind form, Water form and the form of Time. Firebrand can break

walls, fire normal bullets, and create platforms ala the Magnet Gun in Megaman I with his normal form, which is the most versatile. He can swim with the Water Crest, fly with the Sky Crest, etc. The final crest, that of Time, gives Firebrand double the power of his original form.

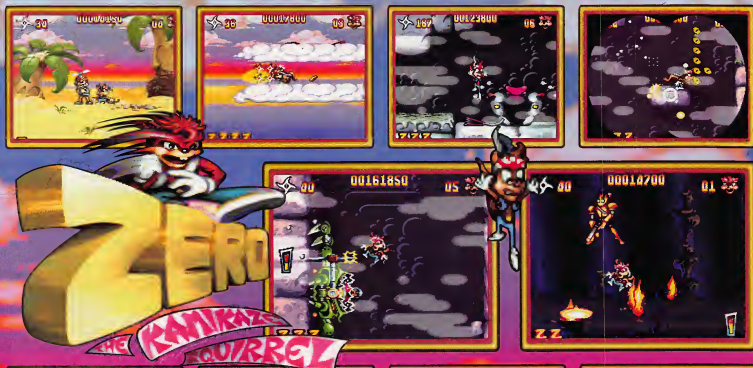
The graphics in this cart are beautiful, though very dark and gloomy, they fit the game's premise. You'll also see a large amount of special effects, like transparent water, warping fire, and incredible segmented bosses. The map screen, though, is something to behold. This is the standard by which all Mode-7 will be judged by in future... it was so much fun that I'd often fly around aimlessly just to gaze at the visuals.

DC's music is awe-inspiringly amazing, definitely some of the best music I've ever heard on the SNES. It's very shadowy and orchestral, and some of it sounds downright EVIL. The sounds of DC are satisfying, but nothing uncommon, except for a few digitized demon roars and laughs.



Demon's Crest is a game that shouldn't be passed up by any gamer. It rocks over all other SNES action/adventures by miles. It's also nice to see a game this moody and dark on the SNES... Hopefully we'll get many more with Nintendo's revamped policies.

-Nick Rox



The development house we love to love, Sunsoft, has just whipped up another lil' miracle... Zero the Kamikaze Squirrel. ZTKS is a spin-off of Aero the Acro-Bat, Sunsoft's first thrilling action platformer. Zero himself is a rip-roarin' ninja-type squirrel, and it seems that his homeland is being deforested by the "evil lumberjack" Jacques Le Sheets. Naturally he wants to return and save his family and

his homeland... but can he? HECK NO! He's the top operative of a top-secret organization, and they're not about to just let him walk away...

Zero's got a plethora of moves at his command, and he takes quite a while to get used to. His main attack is the shuriken, which he can toss with Y, and he can also throw a large shuriken with Y + Forward. Zero jumps with B, and if pressed twice he'll double jump. While jumping, you have many options - If you press A you'll dive down and if you press Down + B you'll glide a short distance. If you press L or R, Zero will do a spinning kick. Last but not least in Zero's repertoire is the nunchaku, which he can

use with Down + B. The oddest thing about this is that B is the jump button! Using nunchaku and jumping gets pretty tricky because of this.

All of the art in Zero is surprisingly good, some of the backgrounds are blindingly bright and colorful. There's a few cool effects, like warping in the lava zone and transparent mist, but nothing that hasn't been done before. The character animation is pretty keen, and very smooth, and there are some interesting character designs.

Zero's tunes are standard Iguana fare, meaning music that makes you think whoever wrote it is thinking "man I'm cool." Not bad at all, but much of it sounds like you'd hear it in a game from 1985. The sound effects in ZTKS are okay, but Zero's digitized kiai, which you hear about every 2 seconds, does tend to annoy after awhile.

Sunsoft has once again slapped the world with another completely quality platformer, but with titles like Earthworm Jim and Aero 2 coming out around the same time, Zero is more likely to become a sleeper hit.

-Nick Rox





Konami!! Warner Bros. certainly made the right choice when they gave the video-game rights to their characters to the big K. They've never failed to please, from Bucky O'Hare to Tiny Toons to Batman... and Animaniacs will be no exception!

Animaniacs' play mechanics are painfully simple, yet rocking in the Konami sense of the word - First off, you're controlling THREE characters at once, as in Secret of Mana. You can change the order of your characters with "R," but this doesn't seem to have any use as it does in the Genesis version. You can dash, accomplished with "A," break objects that you can also push or pick up, (With "Y") jump with "B" and perform the "Short Stack" with "X". The Short Stack is a mysterious maneuver in which all three characters - Yakko, Wakko and Dot - stack up so you can reach higher ground. This adds immense strategy - you can

lose characters, so naturally one character won't be as tall as three.

The backgrounds and animation, as you can see here, are straight out of the cartoon, with all the hilarity and mirth intact! There's also a fair helping of trademark Konami special effects - transparent clouds, line-scrolling water, massive rotating bosses and more. Konami's even added their own touches - in one stage, you're fighting on the set of the last level in Contra!

Most of the music in Animaniacs is direct from the show's opening theme. That's right - it's ALL the same, just done with different instruments. This can be good or bad, depending on what you think of the theme - personally, I dislike it. The sound effects are appropriately zany for the game, but nothing special.

Konami has major guns in the 4th quarter - Sparkster, Contra Hardcorps, Batman and Animaniacs. I've said it before and I'll say it again - They ROCK! However, we don't have a completed version of Animaniacs to review, but as soon as we do you'll find it in here!

-Nick Rox



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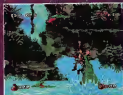
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SATURN • 32-X • JAGUAR • 3DO • ULTRA 64 • PS-X • NEC FX • NEO GEO

GAMEFAN 32

FIRST PICS:
SHIN-SHINOBI-DEN
FOR THE SATURN

3DO:
GUARDIAN WAR
SAMURAI SHODOWN
OFF WORLD INTERCEPTOR
GEX

JAGUAR:
AVP REVIEWED!
IRON SOLDIER

SEGA 32-X:
VIRTUA DELUXE
STAR WARS
COSMIC CARNAGE





Angus MacGregor shows Thundra there's more than one legendary monster in Scotland.



Danja didn't just leave her heart in San Francisco. Thanks to the nimble Thundra, she left a few pints of blood, too.



Apparently, the West was won with a charbroiling fireball. But wait till you see what Pakawa has up his sleeve.



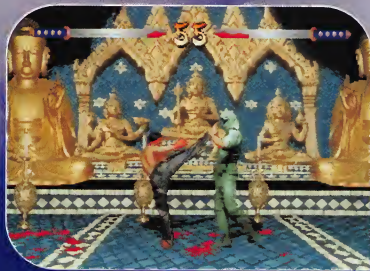
So you may have to walk with a slight limp. And people might call you "Lefty" or "Stump." All things considered, though, you got off lucky.

It's just the way things go when you play Kasumi Ninja, the first 32-Meg fighting game for the 64-bit Atari Jaguar. Yeah, things get graphic, all right. There are death moves like scalping, kicks that puncture lungs, and enough blood to make a surgeon hurl.

But, unlike other fighting games, there's a point to all this carnage. Beating your opponent means you sharpen your fighting techniques and acquire secret items that will help you through a 3D labyrinth for your final battle with Gyaku, the possessed Ninja elder.

So after you maim Gyaku and butcher whatever else might come your way, you win. Isn't that worth a limb or two?

DIS



Game tips and hints: 1-900-737-ATARI. 5¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A toll-free telephone is required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari, the Atari logo, Jaguar, the Jaguar logo, Kasumi Ninja and the Kasumi Ninja logo are trademarks or registered trademarks of Atari Corporation. Copyright 1994, Atari Corporation, Sunnyvale, CA 94089-1302. All rights reserved.



It's a jungle in there. Good thing Danja has the street-brawling skills needed to fight her way out.



The brute strength of Pakawa allows him to bench press even the most ruthless of barbarians.



Senzo feels at home in his 3D texture-mapped shrine. And his morning routine consists of blood aerobics.

HELP, I'VE BEEN MEMBERED AND I CAN'T GET UP.



JAGUAR DO THE MATH
6 4 5 1 7
INTERACTIVE MULTIMEDIA SYSTEM

EDITORIAL ZONE

Hopefully, by the time you read this, the Sega 32X will be in stores along with, VR Deluxe, Doom, Star Wars, and a couple of others. Also appearing soon, on 3DO, will be Gex (late November), Off World Interceptor, Samurai Shodown, and Street Fighter 2 TE. AVP, Club Drive, Iron Soldier, Bubsy, Red Line Racing, and Rayman should be either married to your Jag or on the truck by now. 32-bit is here and we are getting ready for a landmark holiday season. Many will be done with the grunts and groans of 16-bit and onto a new world of rendered graphics and sparkling audio.

Next year we will see three more super-system launches, the Saturn (which could appear as early as April and be 32X compatible), the Sony PS-X (due around September), and Nintendo's Ultra-64, which should appear shortly after the Summer CES. Also possible for next year is the Neo-Geo CD which has already been released in Japan. While the hardware has not been upgraded the sound has, and once you've plunked down 500 bones for the unit, you can buy awesome Geo games for around fifty bucks. If the Geo-CD sold well, it could mean more action and shooter games (and maybe even an RPG or two), for the system which has made a name for itself in arcades across the country, with some of the worlds best fighters. Where was this thing two years ago, huh? 3DO owners will get a big boost in '95 with the introduction of the Bulldog, an upgrade that could make the 3DO the most powerful system of the lot. By '96 gaming will have totally changed. Like 8-bit did, expect these systems to enjoy at least a five year reign.

I've been receiving a lot of mail lately asking which system is THE one to buy. Unfortunately all this hardware is so new, and so good, that I cannot recommend on specs alone. The way to decide should depend on the software or direction the Co. is taking. Depending on what type of game you prefer, look at the software line-ups for each, and what exclusive third party deals they have signed. You know that Sega and Nintendo will have incredible platformers, RPG's and Action-RPG's. Nintendo will most likely win the RPG category however, as Sega has seemed to shy away from the category. With Sonic, Shinobi, and a ton of platform characters on board however, look to Sega for platform magic. Remember, they have Treasure... exclusively. On the other hand Nintendo has RARE. Nintendo also has Final Fantasy, and Link... and Miyamoto. That combo is going to be hard to beat. There's a heavyweight battle coming fast! The 3DO and Jag will surely have the most variety, they'll have been around a lot longer. The 3DO sports everything from action, to simulation to RPG's to children's software, and Atari has a zillion little software houses in Europe cooking up a super diverse and unique line-up. They also have Minter, the vintage gamers superhero. I'm not sure what direction the PS-X will take, but you can be sure to be a Sony-sized success they will have to mimic Sega and Nintendo closely, and rely on superior distribution for supremacy. Sony is EVERYWHERE. That counts for a lot. As far as sports games go... it's gonna be Sega or 3DO... I think. Talko is off getting hitched, or I'd ask him. One thing is for sure, there are a lot more players in our game!

When all is said and done, I believe we are the victors. All these companies are trying to please us, spending millions of dollars to bring us the best home entertainment in history. Is this cool or what? The only people who need to worry may be the networks. After all, who wants to watch another episode of 'Melrose Place', when you can take place in any number of scenarios, that you control? Then again, Heather is a babelinga...

SPECIAL THANKS TO STEVE VAI, DREAM THEATER, RUSH, VAN HALEN, DRACULA X CD
SOUNDTRACK AND YUZO KOSHIRO FOR KEEPING US AWAKE!

TEAM of 32
EDITED BY
DAVE HALVERSON
COVER ART BY
E STORM

JODY SELTZER
DESIGN BY
E STORM

NICK ROX
SHREDDER
TALRO

TAKAHARA
SPECIAL THANKS TO

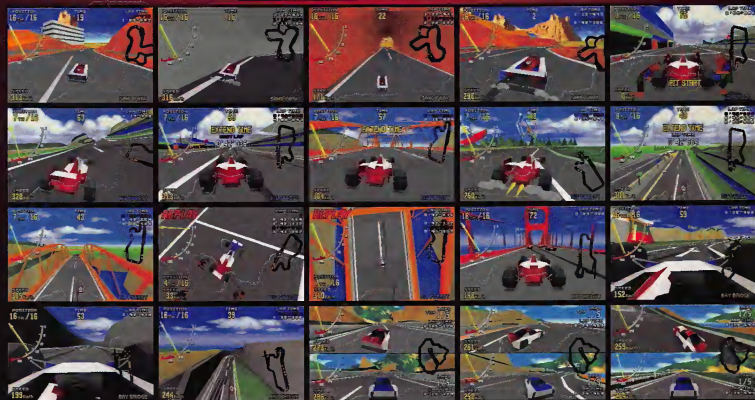
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ATARI INC.
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(GRAPH)

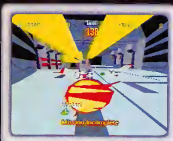
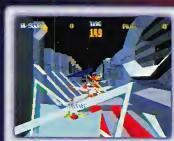


We finally got our first hands on test of Virtua Racing on the new 32X... Did you say 159.99?... NO PROBLEM! The 32X is for real! In the graphics department, VR couldn't be any closer to the arcade unless it had a quarter slot, and in the playability department



it goes BEYOND the coin-op. VR has new cars and new tracks, and these are what make this the best racing game of '94. It's a whole new game on the 32X, new sights and new sounds! Find out more next month when we review VR Deluxe.

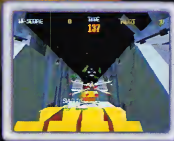
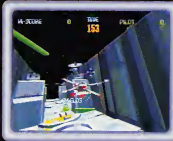




Until now, you would have had to visit a high dollar arcade to get a shot at Sega's new 3-D polygon shooter; Star Wars. But now, with the affordable 32X just around the corner, you can enjoy a better version, in the privacy of your own home.



Better? What does he mean, better? Well, Star Wars on the 32X is nearly exact in the area of graphics and music, but, the game has been tuned for home play and is now a longer and more playable game. That combination (along with the fact that the coin-op costs around ten grand and the 32X version is about sixty bucks) makes this version the winner by far in my book. I've been waiting a long time for a smooth polygon shooter that's OFF the tracks. This game will surely provide the thrill I've been looking for. I'll review Star Wars next month... expect a very high score.





SCALING ARMOR AND BODY PARTS!

Here it is, our last 32X preview grabbed from video tape. The games you see here next month will have scores in Viewpoint. The 32X is almost here! Why am I so excited? Think about it. A powerful 32-bit system for under two-hundred dollars. Consumers and third parties alike will embrace the 32-X. And when a system has support games flow, I'm predicting that it will be the number one selling piece of hardware this holiday season. Why? Just look at what's coming out with the system! VR Deluxe, Doom, Star Wars.

Cosmic Carnage is a one-on-one fighter (in thousands of

colors) which features interchangeable body parts, hardware zooming, and multi-jointed characters. These shots are from an early version, but CC should be on sale very soon following the roll-out, Metal

Head is looking great. They have just started texture mapping and the frame rate looks very good. It wasn't very playable at press time but MH shows great promise. Doom will be perfect and feature levels exclusive to the 32X version. Developers are telling me the system is very easy to work with and is capable of more than you may think. The skeptics are wrong on this one. At \$159.99 the 32X could be the deal of the century.





SATURN '94 AT LAUNCH:

Tama
Virtua Fighters
Victory Goal
Race Drivin'
Clockwork Knight

DECEMBER:

Gale Racer
Greatest Nine
Shinobi
Dream House
Starcade
Deadlus
Virtual Hang-On
Battle Monsters
Masters Golf
Rampo



GALE RACER &
GREATEST NINE



MYST &
TAMA

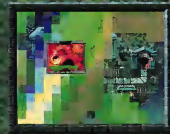
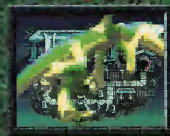


SHIN-SHINOBI-DEN

Shin-Shinobi-Den (New Legend of Shinobi) is the name of Shinobi's latest excursion on a home system. This time around, Sega has opted for digitized MK-style graphics, and the game now revolves around a ninja named Sho. Sources say Shin-Shinobi-Den plays exactly like Revenge of Shinobi, but with the Saturn's amazing graphics and sound. Hey, I'm there!



You know we can't let a month go by without showing you a little more Gex. Our latest milestone features the Graveyard level where Jason-type psychos and other nasty creatures roam around. If they don't get you, the Graveyard will! Hopefully, next month, we'll have enough to go more in depth. Looks great doesn't it...



OFF-WORLD INTERCEPTOR



Here is yet another preview of Crystal Dynamics latest 3DO masterpiece, Off World Interceptor. As I receive more and more, I just can't resist showing you how things are developing. This month, for the first time, I got to play OWI and let me tell you, you're in for the ride of your life! The way the terrain reacts as you climb and descend is just too cool. OWI isn't just a racer, either, you get to apprehend alien scum and blow enemy drones to smithereens. If that's not enough, stuff on the track is attacking you as well, so not only do you drive, you must survive! Look for a lot more and hopefully a review, next month.

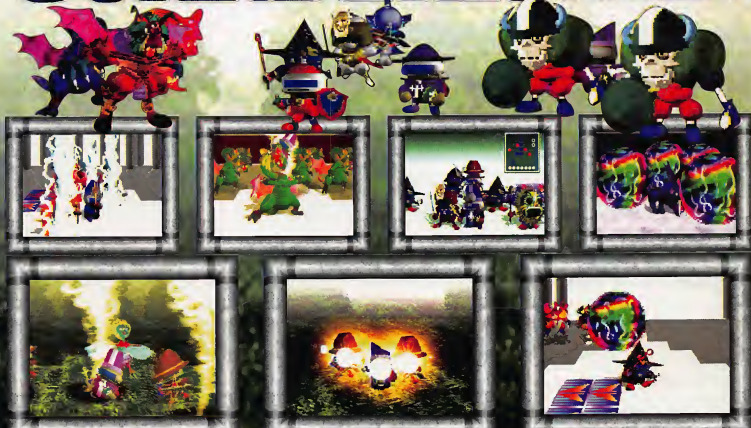


SAMURAI SHODOWN

Take a glance at these... ACTUAL shots of the 3DO version of Samurai Shodown! Still photos simply don't do it justice, though. Everything moves silky-smooth, and although the scaling isn't as silken as the Neo-Geo version yet, I'm sure it will be at the time of its release. This early version is missing four of the characters, and there wasn't any music or sound effects, but rest assured that they'll all be perfect! In addition to an absolutely perfect translation - nay - port, we have all of the spurting gouts 'n' "arterial spray" of the original...and it even looks as if the exalted Crystal Dynamics has taken it a step further and added MORE jets o' hemoglobin! We'll have more next month.



GUARDIAN WAR



Whoah! I've just seen the future of RPG's... and it's pathfinder is Guardian War. Known as Powers Kingdom in Japan, Guardian War is a 70-hour-plus 32-Bit joyfest, with the some of best graphics, music, and battles ever seen. All this doesn't make it the best RPG ever, (That spot is reserved for Final Fantasy VI and/or Emerald Dragon) but it's DAMN good... and as a first RPG for the 3DO, it's quite impressive.

The story's kinda lame. It seems that some undefined "dark power" named Azrael has taken over the hapless realm of Powers Kingdom. Its ruler, the goddess Aerald, uses her last strength to summon a Golem, Pumpkin, (and that's you) to kick all of the big bad monsters asses... but not without the help of other Golems that you find throughout your adventure.

The overworld of Guardian War looks like a board game, with little squares representing shops, shrines (where you find Golems) and battle areas. Basically, Guardian War is set up thusly: You finish a battle area. You buy new weapons at shops. You get a new Golem. You finish a battle area... then it repeats, up until the end, and that's the whole game. This sounds like it could get boring, but it rarely does - the battles are the heart of the game. They're *Shining Force* style, but in complete and total 3D! At every turn, you're given an area in which you can move, marked in light squares. When close to an enemy, you have a variety of spells and attacks at your command. The game is immensely strategic... in fact, it really shouldn't be labeled as an RPG at all, but rather a simulation. The most interesting and fun part about the game, however, is equipping your character - not only can you equip weapons and armor, but **BOODIES!** For instance, you could have a Knight with a Shaman and Fishman body... then switch between the three in battle. Very original and very cool.

The graphics in Guardian War are astounding, with full-screen full-motion CG cinemas, and the battle scenes are beyond anything you've seen before... imagine *Doom*, but outdoors and it comes close. The spell animations are so fantastic that it should be a sin to watch them, and the map screen with its on-the-fly zooming and panning is indeed something to behold... what a **HUGE** difference Japanese programmers make. *Vive la Micro Cabin!* GW's music is some of the best I've heard, in any game on any system, with most of it being a cool hybrid of Uematsu-esque classical and extremely hard rock. The game is littered with speech, too, like "Behold... your new powers!" when you level up and "Danger... danger!" before battles. Much of the text is completely narrated as well, as are all the shops.

Guardian War is an incredible first RPG for the 3DO, and is **WELL** worth picking up... thank God Matsushita was smart enough to pick up all of the Japanese 3DO titles for American release. This game makes me want more... Where are *Edge* and *Strahl*?! - Nick Rox





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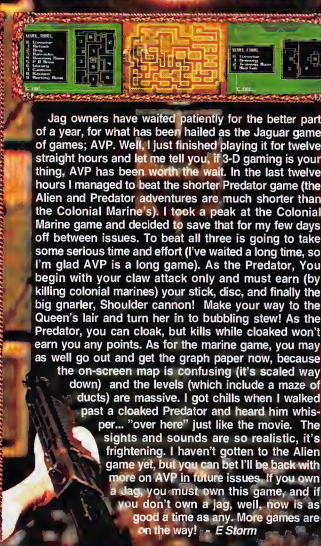
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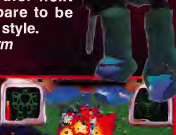
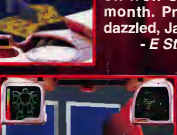
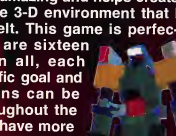
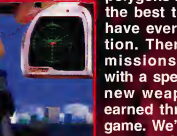
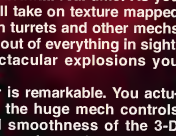
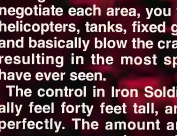
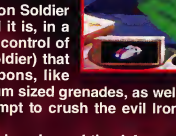
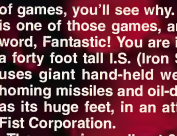
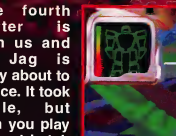
Jag owners have waited patiently for the better part of a year, for what has been hailed as the Jaguar game of games; AVP. Well, I just finished playing it for twelve straight hours and let me tell you, if 3-D gaming is your thing, AVP has been worth the wait. In the last twelve hours I managed to beat the shorter Predator game (the Alien and Predator adventures are much shorter than the Colonial Marine's). I took a peak at the Colonial Marine game and decided to save that for my few days off between issues. To beat all three is going to take some serious time and effort (I've waited a long time, so I'm glad AVP is a long game). As the Predator, You begin with your claw attack only and must earn (by killing colonial marines) your stick, disc, and finally the big gnarler, Shoulder cannon! Make your way to the Queen's lair and turn her in to bubbling stew! As the Predator, you can cloak, but kills while cloaked won't earn you any points. As for the marine game, you may as well go out and get the graph paper now, because the on-screen map is confusing (it's scaled way down) and the levels (which include a maze of ducts) are massive. I got chills when I walked past a cloaked Predator and heard him whisper... "over here" just like the movie. The sights and sounds are so realistic, it's frightening. I haven't gotten to the Alien game yet, but you can bet I'll be back with more on AVP in future issues. If you own a Jag, you must own this game, and if you don't own a Jag, well, now is as good a time as any. More games are on the way! - E Storm



COMING
SOON!

IRON SOLDIER

ATARI-
AVAILABLE:
OCTOBER



The fourth quarter is upon us and the Jag is finally about to pounce. It took awhile, but when you play the next batch of games, you'll see why. Iron Soldier is one of those games, and it is, in a word, Fantastic! You are in control of a forty foot tall I.S. (Iron Soldier) that uses giant hand-held weapons, like homing missiles and oil-drum sized grenades, as well as its huge feet, in an attempt to crush the evil Iron Fist Corporation.

The game is an all out 3-D brawl... real time! As you negotiate each area, you will take on texture mapped helicopters, tanks, fixed gun turrets and other mechs and basically blow the crap out of everything in sight, resulting in the most spectacular explosions you have ever seen.

The control in Iron Soldier is remarkable. You actually feel forty feet tall, and the huge mech controls perfectly. The amount and smoothness of the 3-D polygons is amazing and helps create the best true 3-D environment that I have ever felt. This game is perfection. There are sixteen missions in all, each with a specific goal and new weapons can be earned throughout the game. We'll have more on Iron Soldier next month. Prepare to be dazzled, Jag style.

- E Storm



With all these options, you not only play the game, you help design it.

any racing game will give you **SOUPED-UP CARS.** now many throw in PENGUINS AND A BLIMP?



Normally, when you see sparks coming from your TV, you need a new one.



With speeds up to 200 m.p.h., it won't take long to burn through this tunnel.



You would think the crisp 3D graphics would help you make better turns. Rookie.



Don't be fooled by the pretty scenery. One wrong turn and you'll be part of it.



And ten tracks. And six driving views. And your choice of weather conditions. The options are endless when you're playing the first and only 64-bit racing game on the Atari Jaguar.

Take your customized formula race car through a penguin-filled arctic tundra, burn rubber (or your clutch) on a desert road, or take a 200 mph island hop through the tropics. Checkered Flag is a game of skill that could have you in the winner's circle or wrapped around a guard rail.

So make sure your couch is nailed to the floor, bust out the flame retardant suit, and get ready for the ultimate 64-bit joy ride.

JAGUAR
64-BIT

DO-TH
MATH

INTERACTIVE MULTIMEDIA SYSTEM

ATARI
MADE IN THE USA

Game tips and hints: 1-900-737-ATARI. 99¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area. 24 hours a day. ATARI, the Atari logo, Jaguar, the Jaguar logo, Checkered Flag and the Checkered Flag logo are trademarks or registered trademarks of Atari Corporation. Copyright 1994, Atari Corporation, Sunnyvale, CA 94089-1302. All rights reserved.



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Gear-to-Gear. Two Players. Same Game.



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SEGA Seal. Look for it.

Super Wedge. Don't Squint. Magnify.

Holster Case. Carry your gear.

PowerBak. Rechargeable. Pop it on.



MORTAL KOMBAT II

MKII... The most popular arcade game of '94, and now the most popular game for the home, was bound to make an appearance on the Game Gear. But before you decide to buy the portable version of your favorite fighter, be warned - some of the most popular characters are gone - Raiden, Baraka, Johnny Cage and Kung Lao. It also seems that each character only has ONE fatality... and there are only three backgrounds. These faults seem minor, however, when you're playing... it's just so cool to see MKII on that li'l mini screen! The control can be confusing at first (start is your block button), but MKII for the GG is just about as good as it gets in portable gaming. 8-bit is however, growing weary. - Nick Rox



Grab this magazine

Now, imagine the squealing you hear is the sound of a 750cc engine as you rip across

SAMURAI SHODOWN

Kombat II on the Game Gear. Then, I popped Samurai Shodown in. In SS for the Game Gear you get nine characters, (With a loss of Wan-Fu, Tam Tam and Earthquake) all the backgrounds, the ability to lose your weapons, and even the character cinemas when you win! Both MKII and SS are 4m, and MKII has only THREE backgrounds, SS has NINE! The button configuration in the GG version of SS is this - I is Medium Slash, II is Hard Kick, and III is Hard Slash. It takes some getting used to, but once you've got it together you have the ultimate portable Samurai. Of course it doesn't scale, there's no voice, and the music leaves much to be desired, but this game FEELS like Samurai... and that's what's important.

I've said it many a time and I'll say it again - what a HUGE difference Japanese programmers make. Not 20 minutes ago I was playing Mortal

- Nick Rox

and step on the cat.

the U.S. on nitro-powered waterbikes and motorcycles. **FULL THROTTLE RACING**

GAMES



Master Higgins! Can you hear me? I am the lady of the island.

Interact with and gather clues from a wild cast of quirky—and sometimes dangerous—characters.

Collect all kinds of specialized weapons, armor, even magic spells to help you save your fair maiden.

Four different worlds to explore, each with its own harsh climate and hidden mysteries.

SUPER Adventure Island II...

If role-playing is your gig,
Super Adventure Island 2
will rock your world.

Take off on a turbulent journey as Master Higgins, a shipwrecked, amnesia-ridden groom in search of his lovely, yet very confused bride. . .who, by the way, has been kidnapped by a giant buzzard. . .just as she was about to marry the crowned king of Waku-Waku!!!

But don't worry. If you can figure out the lyrics to your favorite songs, this one shouldn't be too tough for you.

SUPER NINTENDO.



HAT ROCK

WATCH FOR
THESE HITS ON

ESPN 2



SUPER BOMBERMAN 2

Go ballistic and grab your

Super Multitap™! It's the video game that gives you points for blowing your buddies to bits!

Loaded with more nerve-scorching mazes and mind-splattering intensity than the original, *Super Bomberman 2* lets you match wits—and weaponry—with up to four players simultaneously.

It's like being in the pit...only instead of plaid, everyone is wearing enough TNT to supply several Third World nations.

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Light the fuse,
get away...
and watch
your friends
go up in smoke!



Strategy is key.
Drop your bombs
carefully—one
bad placement
and KA-BOOM!



Tons of power-ups
let you throw your
bombs, even
detonate them by
remote control.



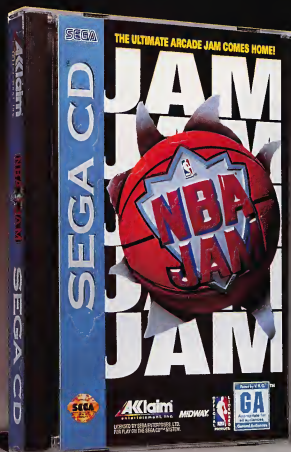
"it sizzles."
ELECTRONIC GAMES

"...this is one you gotta have!"
GAME PRO

"the best hoops game ever created..."

ELECTRONIC GAMING MONTHLY

"The hottest video
basketball game around"
GAME INFORMER



NOW ON SEGA CD™
AND GAME BOY®!
(With Updated Player Rosters)



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GAME FAN

PLAY IN THE NBA!

EA SPORTS CREATES THE BEST
SPORTS GAME EVER MADE!

ALSO INSIDE!

MADDEN '95: IS THE SNES VERSION
REALLY WHAT MADDEN FANS
NEED?

ESPN HOCKEY: SONY GOES HEAD-
TO-HEAD AGAINST THE BIG BOYS.

FIFA '95: THE SUPER-CHARGED
SEQUEL TO THE WORLD'S MOST
POPULAR GAME OF SOCCER.

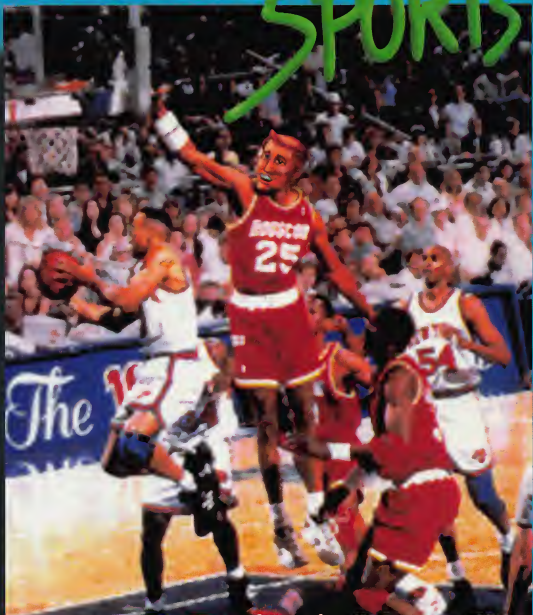
NBA LIVE '95: EA SPORTS LOOKS TO
DUPLICATE THEIR SNES SUCCESS
ON THE GENESIS.

NFL '95: MORE COVERAGE ON SEGA
SPORTS' GRIDIRON TOUR-DE-
FORCE!

NHL '95: THOSE HOCKEY FANATICS
AT EA SPORTS LAY DOWN THE
GAUNTLET!

MADDEN NFL '95: GENESIS MAD-
DEN FANS WON'T WANT TO MISS
THIS ONE. A HANDS ON PREVIEW OF
THE UP-COMING BATTLE OF TITANS
WITH NFL '95.

+ COMING ATTRACTIONS!



NBA LIVE 95



EA SPORTS AND SEGA SPORTS PLAY WITH THE PROS!



TALKO TALK

Well, the strike lingers on and a new NFL season is upon us—and the NBA is just around the corner. This should be the beginning of the sports fanatic version of the rights of spring. You know...the time of year when a young (or not so young) man's thoughts turn to...pounding bodies into the turf, a monster slam that brings the house down (With Shaq, that is literal!), and a fast ball shattering a speeding Louisville Slugger into sawdust...aaahhh!!!! O.K., doc, I'm o.k.-True, Major League Baseball is missing from the picture and I would have liked to see Matt Williams make that final charge against the ghosts of Ruth and Maris but, other than the individual batting records being set, the '94 season was pretty much a bust for me anyway—too many teams with not enough victories. The delicate balance that makes baseball-fan has been skewed, and not for the better. If, by some miracle, the strike is settled and the season starts again, it just won't be the same. The innocence and stability of baseball has been lost, and with it some of the beauty that has always been present in the sublime simplicity of the sport...I've strayed from the point. As I said earlier, this is the time of year when all three major American sports traditionally come together and challenge the dedicated fan to up his attention span and spend more time in ballparks and stadiums, and reading the local and national news. (It is also the time of year when ESPN has little to worry about in its programming—"Ice Fishing, Live from Lake Wobijobi" gets pushed into a less favorable time slot and Chris Berman gets a much better cardiovascular work-out!) The sports video game industry seems to have picked-up on this traditional conjunction. Just look at this list of sports titles coming in the next two months: NBA Live '95, La Russa Baseball '95, NFL '95, Madden '95, ESPN Sunday Night Football, NHL '95, ESPN National Hockey Night, Troy Aikman NFL, Walsh College Football '95, College Football's National Championship, FIFA '95, FIFA 3DO, Tecmo Super Baseball, IMG Tennis, 36 Greatest Holes (for Sega's new 32X, a game I played a few days ago, with 32,000 colors and tremendous potential), PGA Tour 3 and many, many more. Quite a list, huh? That's about \$1,000 worth of sports gaming—just for October and November! So many great games, so little time. And with games as realistic as the ones mentioned above, do you simply watch a game or participate? Well, both of course. Not an answer that's going to appeal to many wives and girlfriends, but February is only a few months away! See you next month...

NBA LIVE '95



It doesn't happen very often, but occasionally a game developer or publisher puts all of the pieces together and creates a game without peer. A game that is so seamless and without perceptible flaw that the controller feels like it is an extension of your body, and that play becomes effortless—to the point where you question whether you are living the experience or merely involved in playing within it.

EA Sports' NBA Live '95 is, unquestionably, the best sports game I have ever played. Some of our loyal readers may be aware that I have, in the past, been hyper-critical of EA Sports' basketball series and that I am very anal about portraying the game accurately. It is not enough to just hold down a button and wait to release—the play mechanics in all previous b'ball games have suffered because of this. No game has ever given the player the feeling that he was shakin' and bakin'—making the moves and on the fly decisions—until now! How many times have you wished that you could float through the key...leap upwards toward the rim and get ready to crush one home...only to whip the ball around your back to a trailer and see him grab it and...BOOM!!!! NBA Live '95 allows the player this level of control.

Every action has an equal and opposite reaction, right? (At least that's what my old physics professors always said!)...Shot blocking, shot blocking, shot blocking—the missing

SNES
EA SPORTS
5 PLAYER
12 MEG
NOVEMBER





LEAGUE LEADERS			
POINTS/GAME			
D. ROBINSON	SA	26.1	
O'NEAL	ORL	25.5	
D. WILKINS	LAC	25.1	
K. MALONE	UTA	24.7	
E. KING	NY	24.5	
D. JAJUMON	ROU	24.0	

STANDINGS			
PACIFIC			
SEATTLE	W	L	GB
GOLDEN STATE	6	2	
PHOENIX	5	3	1.0
LA LAKERS	6	5	1.5
SACRAMENTO	4	5	2.5
LA CLIPPERS	4	6	3.0
PORTLAND	4	6	3.0

1ST QTR STATS			
17/22	FG	17/25	
77.2%		68.0%	
0/1	SPT	2/3	
0.0%		66.6%	
0/0	FT	0/0	

link in video basketball games-the counter-punch to the dunk. Should John Stockton be able to fly through the key and blow by Shaq to ram it-NO! In NBA Live '95, not only can you (as the Shaq) send the pip-squeak's trash into the next zip code, but you can chase him down to do it! That's right, the game makes use of a 'turbo' feature, not unlike NBA Jam, that allows you to try and recover from being burned. Of course this does have an effect on your stamina, and you may have to come out for a blow, but the feeling you get, as the action goes into slow-mo (this is one of the game's many options-you retain FULL control during these sequences), and you feel yourself pushing your controller (as if this will allow you to zoom faster and fly higher) as you lift-off and then send his lay-up toward all those Hollywood types sitting court-side, is worth it!

The perfect blend of graphics, play mechanics and control continues with the game's set-up mechanism. NBA Live '95 allows the player to alter the level of control that the referees will exert over the proceedings. When you are playing in Exhibition mode, you can turn the ref's off and play a five-on-five, turbo-ized, NBA Jam style slug-fest that breaks all of the rules (and a few teeth). Or, you can play a full season with play-offs and League Leader statistical tracking-with all fouls and violations enforced-it's completely up to you! And my favorite (if I can pick one) feature of the game is that the design team has finally addressed individual players' abilities in a way that actually makes itself known on the court. For example; if you are playing as the Warriors, and you've taken control over Chris Mullin, you are not going to have much success going to the hoop or shooting while moving laterally. But, if you can square your shoulders or get a friendly pick around the arc, it's money! This is simply the best-to know that, if you react to the scenario created by teammate and ball movement, you have the play you want and that you can FEEL the ball leaving your hands and ripping through the cords-the TRIFECTA BABY! (All apologies to Warner Interactive.) Speaking of plays...you can choose from 8 different offensive and 5 different defensive sets, at any time during the game. Offensive plays range from running the Motion offense to setting up for that buzzer-beating three. (Believe me, you will want to make extensive use of your playbook during the season.)

From a player and team management perspective, NBA Live '95 allows you to make the trades that you've always wanted to-starters only (Robinson is now a Warrior...yes!)-and respond to injuries during the season. And, in Exhibition mode, you can create four custom teams and load 'em with all of your favorite players. The only negatives (and the only reasons that NBA Live '95 does not sport a perfect score) in the game are in the management area. The game does not track your team player statistics (only League Leaders) and it would have been great if you could trade for reserve players but, other than these omissions, the game is absolute perfection.

So you own four other SNES basketball games? Trash 'em...in the round file...recycled plastic. Buy NBA Live '95-it's one of the greatest moments in sports history! -Talko



Jason Kidd and Mitch Richmond go 1-on-



"Yo, there are 2 guys per side...got it?"



"Can't stop me inside...no way!"

EA Sports' NBA Live '95 is, unquestionably, the best sports game I have ever played.

98%

MADDEN NFL '95

SNES
EA SPORTS
5 PLAYER
12 MEG
NOVEMBER

BOOM! The ol' offensive lineman is back again this season with his third SNES installment of the legendary gridiron series, John Madden Football, from Electronic Arts. Not a whole lot has changed since we last visited Mr. Madden, but it is a new year and a whole new season. Let's take a look at what we can expect to see in the latest Madden.

Madden '95 has struck a chord that is a bit alarming, as you don't expect to find this sort of problem with an EA game and, particularly, a Madden game. The problem? That would be one of the artificial intelligence (AI) variety - and it is most disturbing. The statistics speak volumes about the gravity of the situation. The first time I booted Madden '95 up - I (as the 49er's) scored 122 points. (And I'm certainly not the BEST video game football player around.) The game was against the Raiders, one of the better teams in Madden, and the computer could do nothing to stop the passing onslaught that was carving up their secondary. #8 rolled up 1400 yards passing. #80 (there is no NFLPA license) caught 12 td passes, 75% of my two point conversions were successful.



I guess you would have to say Madden '95 leans **HEAVILY** on the arcade aspect, but it is obviously not (and wasn't intended as) an arcade version of football.

72%

Fourth down situations were a guaranteed first down. Every audible resulted in either a touchdown or a very large gain in yardage. It was ugly.

OK, I admit that I used the same plays over and over again, but one would expect that the computer would catch on to your patterns and adjust itself accordingly. This didn't happen until I had scored 70. Then I just used another route and scored another 50! Ugly. But, hey, it's a long season, and I figure I'll change the face of the offense to see what shows up in the box score. Here it is; against Kansas City: #32 runs for 657 yards and 7 td's. I used at least 7-8 different running plays. The niners scored 94 points and I wasn't even thinking. The special teams units accounted for 51X td's! Four on kickoff returns and two on punt returns. Ugly. Maybe somebody forgot to put in the AI chip?? Two games down, fourteen to go - but I couldn't make it through a complete season with this kind of offensive torture. I played eight games and ended up with these stats: #8 - 3307 yards passing, 67% completion's, 55 td's, 12 int's. #32 - 1410 yards, 127 carries, 17 td's, no fumbles (he missed three of the eight games with a fractured foot). #80 - 1681 yards, 72 catches, 28 td's. #82 - 1373 yards, 38 catches, 20 td's, 36 yds/catch. As a team, the 49er's averaged 75 points and 715 yards of offense per game - this was based on five minute quarters (and I really wasn't trying that hard!).

So, "what's all the hassle with stats?", you ask. I use them for reference only - to show the lack of artificial intelligence in a game that has always prided itself on the perfect gaming blend of simulation / arcade excellence. In my mind, and I'll dare assume you'll agree, the fun factor is nil if you know that you'll never have a challenging game (one player mode). You find yourself playing the game only to accumulate the stats, but then soon realize that the statistics are meaningless. You've got a lifetime of stats in one season. So much for the simulation aspect. I guess you would have to say Madden '95 leans **HEAVILY** on the arcade aspect, but it is obviously not (and wasn't



intended as) an arcade version of football.

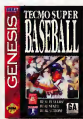
By now you probably think that we don't care at all for the SNES version of Madden '95. Close, but not quite. There's lots to like; the statistical tracking of almost every player on every team, the injury factor that could land your superstar out of action for the season (the worst I've seen so far is 8 weeks), the tons & tons of plays & formations, fantastic, new digitized player animation, full field passing (finally, passing windows are optional), excellent team management, QB slides, and more. But, if there's no challenge, then what's the point? It's like this Dream Team II thing - please! That was an exhibition farce. But, I digress. On the video game front, no challenge equals no fun. If I didn't want to have fun sitting in front of my monitor, then I'd be practicing on my WordPerfect skills. We've come to expect great things from the Madden creators and EA Sports but, frankly, this falls way short of any body's expectations. -Dr. E



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ESPN HOCKEY

Imagesoft is stepping-up their sports game development this fall and winter with the release of a series of football, basketball, racing and hockey games on all platforms. To that end, they are readying ESPN National Hockey Night for both SNES and Genesis.

The SNES game will feature two different viewpoints; a vertical/top view with some nice Mode 7 scaling and a horizontal view, a la Mario Lemieux. The game features Exhibition and Season play and sports an NHL license, but not the NHLPA player's license. Sony seems to have spent some time with this one and is hoping to contend with EA Sports' NHL series and Stanley Cup from Nintendo. The game's

ESPN National Hockey Night is scheduled for release in late November. We will be back in the near future with a in-depth review and a head-to-head-to head comparison with the EA Sports and Nintendo titles. - Talko





We're still working on the
"Golf Cart Joy Ride & Crash" feature.
Other than that, it's perfect.

LINKS

the challenge of golf

Links for **Sega CD**™ is the most near-perfect, outrageously realistic golf game available.

How perfect is **Links**? The course mimics Torrey Pines exactly—incredible, 35 mm photography places you behind every tee, fairway, water hazard and bunker, wherever the ball lands; and gives you an accurate view of your next shot. It's so life-like, you can almost smell the green (that's a good thing).

And as you'd expect from any decent golf game, **Links** features

- Tournament play
- Practice mode, Front 9, Back 9
- Instant Replays
- Save player info

But then, **Links** goes far beyond any other golf games to give you in-depth golf features like:

- 1 to 5 players (sorry, other games can only handle up to 4)
- Full support of TeeV Golf Club™ for the most accurate, realistic and fun golfing experience available
- Aerial fly-overs of each hole so realistic you may get airsick
- Running stats on how many fish you tag when your ball lands in the water.

Okay, we're just kidding about the last feature.

But as you can see, **Links** for **Sega CD** is the closest thing to perfection when it comes to golf games. So you can bet that if any game comes out with a "Golf Car Donuts On The Fairway" feature in the future, it'll be **Links**.

Virgin

FIFA SOCCER '95

Just when you thought it was safe to read an issue of GF Sports that DIDN'T contain an article on soccer, we bring you a preview of the latest from Electronic Arts: FIFA Soccer '95, for the Sega Genesis.

"What's new for the '95 model year?", you ask. Other than the obvious graphic embellishments, FIFA '95 has improved animation, loads more fan chants & tunes,

and an immense injection of computer artificial intelligence. As you can see, the play field has been revamped-with a richer, greener, and crisper type of grass. The players all jump for headers, do bone-jarring slide tackles, trap the ball with their chests, and also add a few varieties of the bicycle kick to their repertoire. The music and crowd chants are now more in sync with the recent World Cup activities. There are a few chants that you'll swear you heard while watching the games! In addition, the computer has become quite proficient since we last played! The players will fake and juke you out of your cleats. The computer teammates pass the ball like the soccer equivalents of the Globetrotters. Be prepared to take on a whole new opponent!



We look forward to spending more time with FIFA Soccer '95. There's plenty more to be discovered and unearthed in this promising cart-like the "save game" feature that will let you save a game not yet completed, and restore at a later date - cool! Look for a complete review in the December edition of GameFan Sports. Until then, I'll leave you with the now immortal word... "GOOOAAAAALLLLLL!" - Dr. E



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Great Collegiate Football Features:

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- ★ 32 National Powers



Play the field! These are just two of the 32 collegiate powerhouses you'll meet from across the nation!



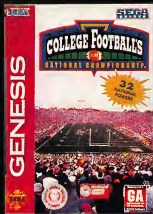
Nail 'em again! Michigan makes its move against Nebraska—and you relive it all on Instant Replay!



Race for the #1 ranking then go for gridiron glory in the National Championship Tournament!



Rev-up the rivalry when the Fighting Irish of Notre Dame take on the Trojans of USC!



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GENESIS
EA SPORTS
4 PLAYER
16 MEG
NOVEMBER

NBA LIVE '95

We will be reviewing the Genesis version of NBA Live '95 in our December issue. But, for all of you Genesis owners out there that are still drooling over there that are still drooling about the game a few pages back, here is a quick preview of what you can expect in this incredible game.

In the SNES review, I mentioned that the only thing that kept NBA

Live from receiving a perfect score was that you couldn't trade substitutes and that the game did not allow for compiled season statistics for every player on your team! (it only tracks League Leaders). Well, EA Sports went ahead and added full team and player statistics in the Genesis game. You still can't trade reserves, but every other feature that is present in the SNES title is packed in to the Genesis game; injuries, adjustable referee levels, play calling, slow motion, incredible shot blocking and the like.

Our first impressions of the game are that it is a little tougher than the SNES version, the referees are more involved (more foul shooting), dunks are harder to come by, and it has less of that



5-on-5 NBA Jam feel that I spoke of in the SNES review. In other words, it seems to be a little more focused as a simulation. This, however, is based on a pre-Beta test version of the game and we will have to see how the final "tweaking" effects the final game performance.

NBA Live '95, Genesis, will be available at retailers in November.
- Talko



ROSTER POINTS PER GAME 25 D. MALLON 19.0 20 AS. TAYLOR 12.0 12 D. CANNON 9.0 10 J. MURPHY 11.0 10 J. JOHNSON 9.0 6 D. JONES 10.0	LEAGUE LEADERS POINTS PER GAME 34 D. MALLON 31.0 30 J. TAYLOR 30.0 27 J. MURPHY 27.0 26 D. CANNON 26.0 22 J. WILLIAMS 22.0 20 J. JOHNSON 20.0 18 J. MALLON 18.0
TEAM SECRETS SCORING 2100 JAWBROK 370 JAIL CONTROL 140 REBOUTS 140 BIVILL 500 REFORM 12 TIMES	



NFL '95

Last month, we previewed Sega Sports' NFL '95. And, in our December issue, we will have a head-to-head review with Madden '95 from EA Sports—but we couldn't resist giving you another look at this impressive game. The battle is coming to a head and Sega Sports will be ready for war on November 15, "Touchdown Tuesday".

Sega Sports has been steadily

working toward producing a world-beating football engine. It's hard to believe that four years have passed since the release of the original "Joe Montana Football". During this time, Sega has consistently delivered improved product every year, culminating in Montana '94 receiving the GameFan Sports Football Game of the Year for 1993. The battles between the Madden and Montana (now NFL '95) series are legendary and there is a spirited sense of one upmanship between the two rival camps. Historically, both games have been entrenched in the retailers "Top 10" lists and there is no reason to believe, based on what we've seen so far, that this is going to change with the '95 season. Both games have the NFLPA, both sport completely new graphic and play engines, both have full season play



with player management and season statistics...basically, both games have the proverbial kitchen sink!

In fact, we at GameFan Sports look forward to this being the best year yet for video game football. So much so that we are going to have the two titans square off next month. Keep your eyes glued to GameFan Sports, the players are ready and the battle is going to be severe! - Talko





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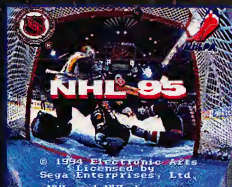
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NHL HOCKEY '95



It's here - or soon to be - at a store near you. The highly anticipated, heavily talked about successor in the award winning line of video hockey games, NHL '95 by Electronic Arts. The latest addition offers a host of goodies not seen in any of the previous versions, along with a fine tuning effort that should be the model for all sequels. Let's take a quick look into the make-up of NHL '95.

GENESIS
EA SPORTS
4 PLAYER
16 MEG
NOVEMBER

Ah, where to begin? Why don't we start off with my favorite new addition, the complete season! That's right, you can now play an entire 84 game season but, if you choose, you can end the season at any point and start the playoffs right away. What a great idea, huh? Another terrific new feature is that you now have the capability of customizing your team. This can be done in a variety of ways. First, you can make room on your roster by releasing a player, and then sign a free agent of your choosing. Let's say you want Jaromir Jagr - you simply go to the Penguins' roster, release him, and then use your team to sign him! Or, you could be more diplomatic





about the situation, and try and trade one (or more) of your guys for him. However, the GM for Pittsburgh might reject the trade, and you may have to offer something better! Of course, there is a sort of "override" selection, that will force the trade no matter how lopsided! Do you REALIZE what this means? How about a starting lineup of Yzerman, Lindros, Lemieux (good decision, Mariol), Chelios, & Bourke - with Irbé in the net! WOW! And your bench could have Gretzky, Jagr, Messier, Hull, and the rest of the greatest players. Unbelievable! But, wait, there's more! If you order now (and who won't?), you'll also receive the "customize player" feature. What's this? I can create my own Dr. E (#35), complete with height, weight, and playing attributes as I see fit? It's madness, I tell you! What team of all-stars could possibly stop 27 Dr. E's??? I'll rule the world!!!

O.K., I've come back to my senses, but there's still more that is new and needs to be told. Specifically, STATISTICS! Let's just say that there are complete stats for every team, and for each individual player on every team! And let's just say that these stats are accessible at any time. There's even a complete rundown of each day's games, kind of like watching the box scores roll by on the 10:00 o'clock news. There has never been any kind of statistical tracking this exhaustive in any home video game. Take note, ye competition out there, this is the way to do it!

NHL '95 is a masterpiece, a tour de force, a showcase of all that has been done right in a video game. We continue to be amazed at the work that is accomplished by EA year after year with the NHL series (look for the evolution of NHL Hockey in the next GF Sports). I thought that '94 was as good as it gets but, a year later, I find myself playing a game that is faster, more controllable, crisper - graphically, and more intense than I thought possible. To be honest, when I heard that we had received the '95 EPROM, my first reaction was "so, no big deal, I'm 'hooked' out." But, man, after four or five games, I was hooked. NHL '95 gets my highest rating ever, a 98%. What would be a "100"? I don't know, but I'll look forward to seeing NHL '95 CD on my desk soon - Enjoy! -Dr. E

VANCOUVER ROSTER				
Goalies	Player	Age	Pos	Rating
	1 Kirk McLean	123	12-12	Bench
	35 Kev Whitmore			Bench
A-Teams		C-Positions		

SCOUTING REPORT

PJ - I'm John Gerardo for EA Sports. Welcome to NHL '95!
 G - I'm C. Saddlehorn, host of EA's Flames Tonight. The Flames take on the Islanders.
 ADVANTAGE
 center
 77 Turgeon *** 25 Newsumduk

GAMES TODAY	
<input type="checkbox"/> PITTSBURGH	AT
<input type="checkbox"/> PHILADELPHIA	AT
<input type="checkbox"/> DETROIT	AT
<input type="checkbox"/> DALLAS	AT
<input checked="" type="checkbox"/> NEW YORK	AT
<input type="checkbox"/> CALGARY	AT
A-Human/Computer ++ Change day	

VANCOUVER vs. NEW YORK	
10 Scoll Journal	
Play Mode	Regular Game
Team 1	New York Rangers
Team 2	Vancouver
PG Length	10 Minutes
Goalies	Auto Control
User Records	OFF
Penalties	OFF

VANCOUVER						
PLAYER STATS						
Goals						
Player	G	A	Pct	ShG	PM	
1 3 Medicin	0	0	0	0	0	0
2 4 Diduck	0	0	0	0	0	0
3 5 Hurzyn	0	0	0	0	0	0
4 6 Plavsic	0	0	0	0	0	0
5 7 Ronning	0	0	0	0	0	0
6 8 Adams	0	0	0	0	0	0
A - Switch Teams						



NHL '95 is a masterpiece, a tour de force, a showcase of all that has been done right in a video game.

98%

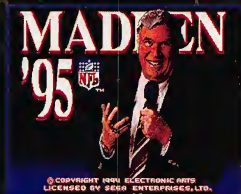


MADDEN NFL '95

All of you Genesis owners, and Madden fans, that just finished reading our less than positive review of Madden '95 for SNES, will be letting go a collective sigh of relief when we tell you that the Genesis version of the game contains ONLY all of the positive graphic and play features found in that version of the game and none of the overly simplistic

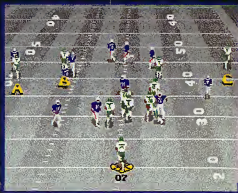
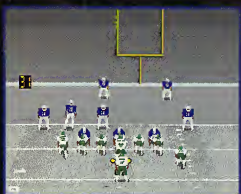
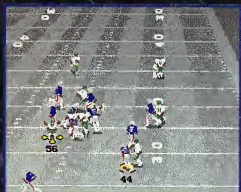
gameplay and defenseless computer opponents that brought down the Nintendo game.

In other words, the computer knows how to play football! In addition (sound the trumpets, please...), Madden '95 for Genesis has an NFLPA license. That's right, all of the real NFL players, and all of their statistics saved for a complete season of play. EA Sports managed to squeeze it in at the last minute...a BIG plus, and one, when combined with the enhanced gameplay and tougher computer opponent of the Genesis Madden, that goes a way towards setting up the ultimate gridiron showdown next month-When GameFan Sports



pits Sega Sports' NFL '95 against Madden '95, for all of the marbles.

Both games have the complete package; leagues, players, team management, injuries incredible, realistic gameplay, long term play value and the like. Who grabs the brass bring in '95? We'll all find out next month...! can hardly wait! - Talko



84 GAME

SEASONS.

MORT MINDING TROPHY
Most Valuable Player

FINALISTS:

- Alonso
- Dathan
- Forney
- Rommick
- Morgan



The logo for NHL 95 EA Sports. It features the text "NHL 95" in a large, bold, black sans-serif font. To the left of the "95" is the NHL shield logo and the NHL logo. Below the "95" is a small EA logo. Below the entire logo is the EA Sports logo, which consists of the letters "EA" in a stylized red font above the word "SPORTS." in a smaller, black, sans-serif font.



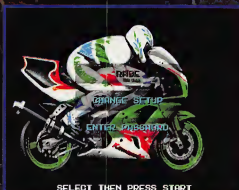
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KAWASAKI

GENESIS
T.W.I.
2 PLAYER
8 MEG
NOW

What do you get when you combine the GameFan Sports Racing Game of the Year for '93 (Domark's F1 World Championship) and the excitement of competitive street bike racing? The answer is Kawasaki (tentative

title), Domark's first racing game under the Warner Interactive banner. Kawasaki is based on the European Amiga title, and it has all of the speed, two player and season fun of its F1 predecessor. A year later, the polygon engine driving Kawasaki is still impressive. No DSP's, SVP's or any other accelerators are in sight, but the game moves along at a brisk pace. There are fifteen different tracks to race on and many variables are user adjustable, such as; weather, controller setup, player difficulty settings and speed of the game (remember "Turbo" in F1?...it's back!), number of laps, racing hints on or off, etc.. Kawasaki is still very early and we hope to have a reviewable copy for the November issue. It's



been a long time since the Genesis has seen a quality motorcycle racing simulation (Super Hang-On still ranks as my all-time favorite). Based on the success of F1 World Championship, look for Domark and Warner Interactive to be taking a victory lap at retailers when the game is released this fall. - Talko



GameFan Sports Coming Attractions

In coming attractions, we present the games that you will be looking for in the next few months (and a few that you will want to avoid). Our "Hot Prospect" is the game that we will be keeping our eye on - one that looks like it has the potential to be a future "Game of the Month" and one that might earn sports cover honors...enjoy!



B.P.S. - Michael Andretti's Indy Car Challenge - SNES



SONY - ESPN SPEED WORLD - SNES



GameFan Sports Hot Prospect! EA Sports' NHL Hockey '95 for the Super Nintendo!



T.W.I. - PAYNE STEWART GOLF - GENESIS



EA SPORTS - IMG INTERNATIONAL TENNIS - GENESIS



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and **rockin'** you good but NOT as good as the **pumpin'**
music that's burstin' your eardrums and LOUD-MOUTH

Larry Huffman's screaming "this is the
number one game. in Europe" AND YOU
SAY *Europe* — who gives a *#@! — I'M GETTIN' MY **tail**
knocked in the **DIRT** and this is what **Rock 'n Roll**

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is all
about.

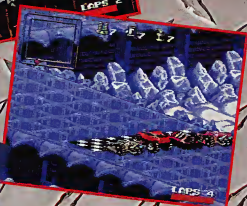


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THE KING OF FIGHTERS '94

SNK has created the best, most diverse fighter yet for their system (until Samurai III!). In fact, KOF '94 is simply the best Neo-Geo game ever made, combining aspects of Fatal Fury and Art of Fighting, with characters from ancient SNK games like Ikari Warriors, Athena, and Psycho Soldier. At first glance, KOF may seem like your run-of-the-mill fighter, but it's so much more - First of all, there are 24 selectable characters in this game. Each character has three to six special moves. "Oh boy," you reply, "lots of characters." There's more! The characters are grouped into

teams of three, and this makes for incredibly diverse play: Imagine the endurance matches in Mortal Kombat, but on both sides and with three fighters as opposed to two. It works like this: You select a team. Your opponent also selects a team. Then you select the order of your fighters and go! You stay with your fighter until he dies, and then the next fighter in your team jumps in. The fight continues until someone annihilates all three characters on his opponent's team. You can also perform keen tag-team type moves, like if you're being grabbed you can have someone on your team jump in to save you. We have severely limited space this issue, so unfortunately we can only preview KOF'94 and provide the moves for four teams: The Fatal Fury, American, Japanese and Korean teams. Next month we'll have a full review and the moves for the remaining teams: The Women's Team, Art of Fighting Team, Ikari Warriors Team and the Athena/Psycho Soldier Team. See you then! - Nick Rox

Legend

- D - Down
- U - Up
- F - Forward
- B - Back
- DF - Down/Forward
- Hold - Hold 2 Seconds.
- "A...D" - A-D Buttons



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The Japanese Team

Kyo Kusanagi



Benimaru Nikaido



Goro Daimon



The American Team

Heavy D



Lucky Glauber



Brian Battler



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The Korean Team

Kim Kaphwan



Han Getsu Zan - D, DB, B, "B" or "D."



Hien Zan - D, hold, U, "B" or "D."



Hi Sho Kyaku - D and "B" or "D" when jumping.

Choi Bounge



Hisho Kuretsu Zan - D, hold, U, "B" or "D."



Tatsumaki Shippu Zan - D, hold, U, "A" or "C."



Kaiken Hien Zan - B, hold, F, "A" or "C."

Chang Koehan



Tekkyu Smash - B, hold, F, "A" or "C."



Tekkyu Spin - Press "A" or "C" rapidly.

The Italian Team

Joe Higashi



Hurricane Upper - B, DB, D, DF, F, "A" or "C."



Slash Kick - DB, hold, UF, "B" or "D."



Tiger Kick - D, DF, F, UF, "B" or "D."



Baku Retsu Ken - Press "A" or "C" rapidly.

Andy Bogard



Sho Ryu Dan - D, DF, F, "A" or "C."



Zan Ei Ken - DB, hold, F, "A" or "C."



Hi Sho Ken - D, DB, B, "A" or "C."



Ku Ha Dan - DB, hold, UF, "B" or "D."

Terry Bogard



Burn Knuckle - D, DB, B, "A" or "C."



Power Wave - D, DF, F, "A" or "C."



Rising Tackle - D, hold, U, "A" or "C."



Crack Shoot - D, DB, B, UB, "B" or "D."

To be continued...

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X-MEN

I'll bet most of you thought Capcom would be satisfied with the success of Street Fighter 2, (SF2 CE, SF2 Turbo, Super SF2 and Super SF2 TE). Well apparently, they're not. Hey, if you're gonna wipe out the competition, you might as well go all the way. Currently Darkstalkers has our fighting staff in a state of frenzy and now along comes X-Men. Will these guys ever stop? We hope not!

X-Men features Darkstalkers' quality animation in an SF2 style fighter. As you can see, Storm, Iceman, Colossus, Cyclops, Psylocke, and Wolverine represent good, with The Sentinel, Omega Red, Juggernaut, Spiral, and Magneto, out for their demise. X-Men is so new, we know little else at this time... but we'll be back with a ton more on Capcom's X-Men, next month. - E. Storm



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Kung Lao™	Teleport	Hat Throw	Bullet Kick	Fatality 1	Fatality 2	Friendship
Liu Kang™	Flying Kick	Stdrd. Fireball	Whirlwind Spin	Dragon Bite	Smrst. Kick	Friendship
Mileena™	Roll Attack	Teleport Kick	Fireball	Fatality 2	Babality	Babality
Johnny Cage™	Gr. Flame (high)	Sai Throw	Sai Stab Shred.	Babality	Torso Rip	Decapitation
Rayden™	Gr. Flame (low)	Shad. Uppercut	Shadow Kick	Uppercut Expl.	Pit II + KTF	Friendship
Reptile™	Teleport	Flying Thndrbolt	Shock	Tongue Grab	Invisible Slice	Babality
Scorpion™	Slide	Acid Spit	Invisibility	Toasty	Friendship	Babality
Sub-Zero™	Spear	Decoy	Flaming Bones	Double Slice	Friendship	Babality
Shang Tsung™	Slide	Deep Freeze	Frz. & Up. Cut	Friendship	Babality	Pit II + KTF
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	Ground Pound	Grab	Sonic Wave	Arm Ripper	Babality	Pit II + KTF

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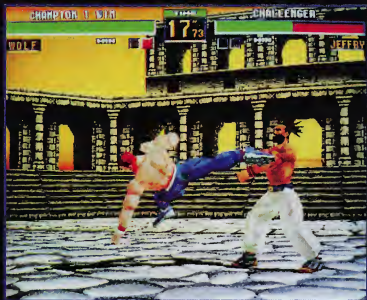
Ridge Racer for the Playstation!

Here they are! The first shots of Ridge Racer for the Play Station! It's not 100% complete yet, but by the time they release the PS-X in Japan, this December, this game will be an exact translation of the arcade game.



Tohshinden! Wow... the first time I saw these shots they took my breath away! This is what I've been waiting for. Tohshinden (working title) by TAKARA is the Play Station's first 3D fighting game. It looks like Virtua Fighters with weapons, but the graphic quality is unbelievable. The characters fight with weapons; swords, rods, and wands. As you move, the camera angle changes, zooming out as you smash your opponent! There are 8 characters and 8 stages in all. I can't wait 'til December! I may fly to Japan just to get my Play Station on the release date. This is the stuff!





Virtua Fighter 2! Finally, here are the first pics of Virtua Fighters 2! When T.J. and I went to AM2 (The makers of VF, Daytona, etc.) at Sega to interview Yu Suzuki, we were totally shocked. The version we played wasn't 100% complete, but the graphics, speed, and characters have (as you can see) been vastly improved. VF2 will hit the US market next year. There are 2 new characters in VF2, Leon, a young Jacky-like Muay Thai user, and Shun, an old karate master. Mr. Suzuki had planned to add 4 more characters, but he decided to concentrate on these two and make everything else better. I'll have more info on VF2 next month.



Go-Kaiser 178-meg Guess what... the next Neo title is a fighting game! Technos Japan has signed up as a Neo-Geo third party. Their first game is Go-Kaiser, which has ten choosable characters, and the character designs are by Fatal Fury: The Movie's main artist. In Go-Kaiser, your characters aren't limited to one form... for instance, the character Captain Atlantis can transform into his mild-mannered alter ego. This title also features the unique "Special Move Tracing System" with which you can learn the enemy's special attacks!



Double Dragon 144-meg Double Dragon... where have I heard that name before? The famous arcade and side scrolling action game is returning... as a Neo-Geo one-on-one fighter! What a surprise! This game is a parallel project with a movie that'll be released in November. Of course Jimmy, Billy, and Marian from the original DD return, along with new characters from the movie. I can't wait to play this! We'll have more on this next month.



Samurai Shodown 2! After watching a video of SS2, or Shin-Samurai Spirits, I must say that this will be the game to beat! The new characters are Genjiuro, a one-sworded samurai who wields Hanafuda playing cards, Heinhart Sieger, a muscled German warrior with a massive Gen-An style glove, Cham-Cham, the female Tam-Tam and Nicotina, a pipe-wielding Japanese mini-monk. In SS2 you can lie down, roll, and taunt as well!

Special K's last minute information!
Over at SNK, Fatal Fury 3 is in development for a Spring/95 release and King of Fighters '95 is also in development.

Mr. Suzuki is the general manager of Amusement Software R&D Headquarters of Sega Enterprises. He's also head of AM R&D Dept. #2, the design team that brought us Virtua Fighter, Virtua Racing and Daytona USA.

GameFan (GF): Mr. Suzuki, thanks so much for your time. We'd like to ask you a few questions about your department, and the industry. First off, is there any particular concept you're aiming for in future game development?

Yu Suzuki (YS): I'm not really aiming for anything in particular... All I want to do is develop great games under the AM R&D Dept. #2 brand, without paying attention to what other developers are doing, without trying to better them... that's my goal.

GF: Mr. Suzuki, you're just as popular as Mr. Miyamoto from Nintendo, and you're considered one of the top developers in the industry. Do you ever think of Mr. Miyamoto as your rival? Which upcoming system do you think will be Sega's main competitor?

YS: Oh, thanks very much! It's an honor that people think of me that way. In this industry many companies are developing 32-Bit systems, as you know. I'm thinking that Sega's main rival will be the PlayStation, but I can't comment on the Ultra-64... there's no information on it in Japan yet.

GF: Looking back, the last few game crazes were started by games like Space Invaders, Tetris, Final Fight, and then Street Fighter II. It seems that after the incredible success of Street Fighter II, though, fighting games will always be on top. What do you think about this?

YS: That's the way it seems right now, but just look at how original and different Daytona USA and Virtua Fighter are... there's no limit to how far we can take them. I feel confident that AM2 will be able to create great new genres and styles of games, and break away from the norm.

GF: So, let me ask about AM R&D 2's staff members...

How many do you have, what's their average age and what are most of them working on now?

YS: Well, I guess the average age of our staff is 25, and we have about 100 staff members, not including our employees abroad. Most everyone's working on Virtua Fighter 2 now.

GF: Well, that's what we most wanted to talk to you about: VF2!

YS: Would you like to see it?

Special K and T.J. grinned widely as they were led into the development area...

YS: So, what do you think?

GF: Whoah... We can't even put it into words... It's incredible!

For your information, in mid-August Sega had a location test in Tokyo for Virtua Fighter 2. From the time the arcade opened, right up until it closed, there was no joystick that wasn't being used. The arcade earned 220,000 Yen (\$2,200) in the two days that VF2 was being shown... more than has ever been made at any location test.

YS: Most of the game is complete, all that's left is minor adjustment.

GF: I see. Will you be making any adjustments specifically for foreign countries?

YS: Not really, but I want our games to be popular abroad, too!

There are two new characters in Virtua Fighter 2 - Shun and Lion. The movement in VF2 is much smoother, and the game is texture-mapped.

GF: Well then, let us ask you about Virtua Fighter - If you were to judge VF and VF2, how many points would each get?

YS: Hmm... If VF got 10 points, VF2 would get 30.

Naturally, our goal is to raise them in the future, but to make a game with 100 points would be impossible... as I said before, we have no limits.

GF: Only 30 points for that incredible game? Wow! We can't wait to see what you'll be doing in the future. Are there any plans for VF3?

YS: I'm sure we'll do it, but why don't you master VF2 first? (Laughs)

GF: Well, let me ask you a stupid question - we heard a



Yu Suzuki's favorite magazine!



rumor that there's an adult version of VF that your staff members made to amuse themselves. Is this true?

YS: Huh? Who told you that? No, there's no such thing.

GF: Oh, I'm sorry, I guess it was just a bad joke. Let's continue the interview... What is your favorite game out of all those you've developed?

YS: I'd have to say Virtua Fighter. Honestly, I never play video games, but Virtua Fighter actually made me stand up and play... that's why.

GF: I'd have to agree that VF is a game that makes non-videogame players want to play. At any rate, we heard that you took a trip to China to research for VF2... what did you find there?

YS: You'll understand when you play VF2. I was incredibly impressed with the movements of actual martial arts masters in China... For example, in VF1 your character kicks and punches with blinding speed, but true masters' attacks are invisible. We tried to incorporate this into VF2.

GF: We're sure that everyone in America won't be able to wait to play VF2 after this interview... please let us know about any future AM2 developments!

YS: Sure, of course!

GF: For our last few questions we'll be asking your opinion on home games and the industry in general. First, please give us some information on VF and Daytona for the Saturn.

YS: Our translation of VF is 120%. You'll think that what you're playing IS the arcade game. For Daytona, we've finished the first course and the car. We'll put Easy, Normal and Expert courses in like the arcade. Honestly, it'd be near impossible to do a 100% translation of Daytona on the Saturn, but rest assured that it'll be the best home racing game available. Also, we'll be announcing a new arcade version of Daytona at this year's AM show.

GF: Wow, what a scoop! Well, Mr. Suzuki, what is your favorite game from any company other than Sega, and what do you think of SF2?

YS: I have seen SF2, but never played before. My favorite game is still VF.

GF: We know Nintendo has been on top in Japan for over a decade now, so do you think Sega will have enough hardware and software power with the Saturn to finally unseat the mighty Nintendo?

YS: One of the main reasons Sega never reached the



Division: Sega Enterprises
Amusement Software R&D Hq
AM R&D Dept. #2
Executive Gen. Manager
Chief Programmer

General Information for
Yu Suzuki
D.O.B
6/10/1958
Date hired
4/1/1983

Here is a list of all the titles he produced:
07/1985 Hang On
12/1985 Space Harrier
08/1986 Out Run
07/1987 After Burner
08/1988 Power Drift
05/1990 G-LOC
11/1990 R-360
1992 Virtua Racing
12/1993 Virtua Fighter
1994 Daytona USA
1994 Virtua Fighter 2

top in Japan was that we didn't have a major-hit RPG series. From now on, we will be working hard to create more RPG's so please look forward to them.

GF: If you have the opportunity to make any game you wanted, what type of game would it be?

YS: I'd love to do a fantasy RPG.

GF: I see. Well, Mr. Suzuki, do you think Sega will ever do virtual reality games for the arcade or home? And, if so, do you think you'll be working on any of them?

YS: Our plans for the future are confidential, but if we ever do virtual reality, I'd love to be part of the project.

GF: How powerful will the next Sega arcade hardware be? Will it be 64-Bit?

YS: We have no plans for new arcade software yet. Right

now we're concentrating on developing games for our current arcade hardware, ST-V. (This is the hardware that was codenamed "Titan.")

GF: I'm sure you've seen the latest magazines with Killer Instinct for Ultra 64. What do you think of it and how would you compare it to Virtua Fighter 2?

YS: Virtua Fighter 2 and Killer Instinct are different types of games, so I can't really compare them. In my opinion, the game concept and characters, and quality are better in VF2.

GF: Now that Sony is in the video game industry come this

fall in Japan and next September in America, do you think Sony has a chance to unseat companies like Sega and Nintendo?

YS: Well, as with any system, it all depends on the quality of their software.

GF: Agreed. Well, Mr. Suzuki, thanks so much for your time and keep up the good work... we can't wait to play Virtua Fighter 2 and the new Daytona!



Virtua Fighters 2



Virtua Fighters (Saturn)



Daytona USA (Arcade)



Virtua Fighters (Arcade)

Sylvester and Tweety IN CAGEY CAPERS



"BAAD OL' PUTTY TAT!"

Sylvester is at it again! His favorite meal (Tweety) is so close he can taste it – but there's a slight catch. He has to get past Granny, Spike, Hippety Hopper the Kangaroo and more to get his paws on Tweety. It's amazing what this cat will do for a bite to eat.



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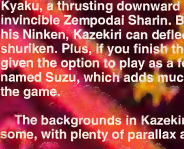
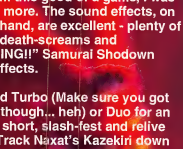
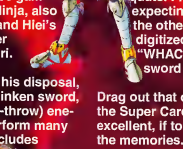
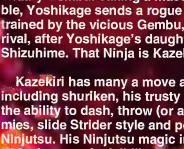
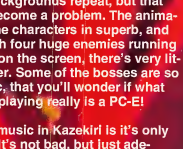
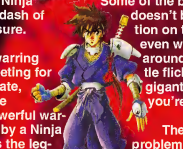
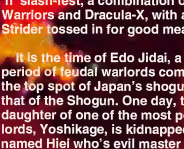
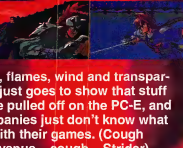
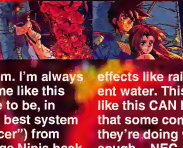
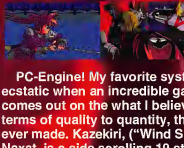


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PC-Engine! My favorite system. I'm always ecstatic when an incredible game like this comes out on the what I believe to be, in terms of quality to quantity, the best system ever made. Kazekiri, ("Wind Slicer") from Naxat, is a side scrolling 19 stage Ninja hack 'n' slash-fest, a combination of Ninja Warriors and Dracula-X, with a dash of Strider tossed in for good measure.

It is the time of Edo Jidai, a warring period of feudal warlords competing for the top spot of Japan's shogunate, that of the Shogun. One day, the daughter of one of the most powerful warlords, Yoshikage, is kidnapped by a Ninja named Hiei who's evil master is the legendary Gembu. Taking a massive gamble, Yoshikage sends a rogue Ninja, also trained by the vicious Gembu, and Hiei's rival, after Yoshikage's daughter Shizuhime. That Ninja is Kazekiri.

Kazekiri has many a move at his disposal, including shuriken, his trusty Ninken sword, the ability to dash, throw (or air-throw) enemies, slide Strider style and perform many Ninjutsu. His Ninjutsu magic includes Kirigakure, an invisibility magic, Naname Kyaku, a thrusting downward attack, and the invincible Zempodal Sharin. By slashing with his Ninken, Kazekiri can deflect enemy shuriken. Plus, if you finish the game, you're given the option to play as a female Kunoichi named Suzu, which adds much playability to the game.

The backgrounds in Kazekiri are awesome, with plenty of parallax and cool

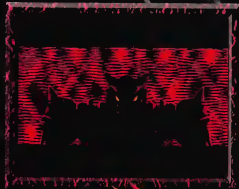
effects like rain, flames, wind and transparent water. This just goes to show that stuff like this CAN be pulled off on the PC-E, and that some companies just don't know what they're doing with their games. (Cough cough... NEC Avenue... cough... Strider) Some of the backgrounds repeat, but that doesn't become a problem. The animation on the characters is superb, and even with four huge enemies running around on the screen, there's very little flicker. Some of the bosses are so gigantic, that you'll wonder if what you're playing really is a PC-E!

The music in Kazekiri is it's only problem. It's not bad, but just adequate. From this good of a game, I was expecting more. The sound effects, on the other hand, are excellent - plenty of digitized death-screams and "WHACHING!!" Samurai Shodown sword effects.

Drag out that old Turbo (Make sure you got the Super Card though... heh) or Duo for an excellent, if too short, slash-fest and relive the memories. Track Naxat's Kazekiri down today - you won't regret it!... 'cause it rocks!

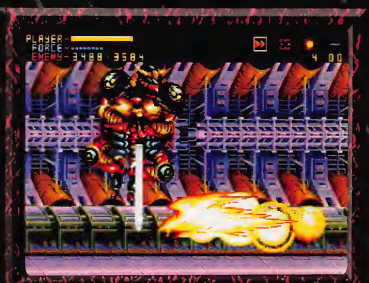
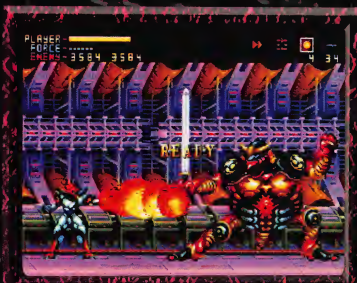
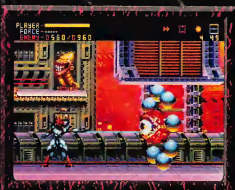
- Nick Rox

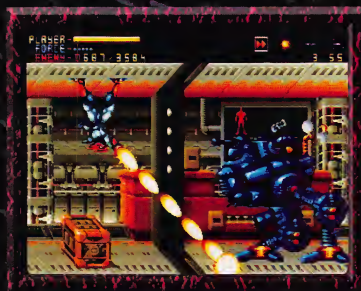
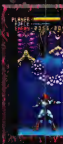
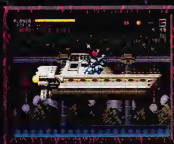
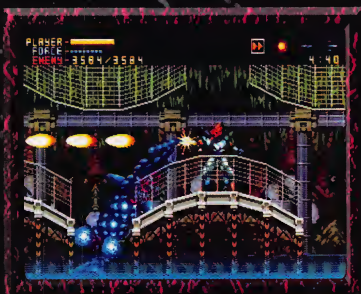




ALIEN SOLDIER

Once again Treasure has bestowed upon us the privilege of showing in depth coverage of their latest work in progress: ALIEN SOLDIER. Since AS has not been picked up by Sega of America yet, it is our job to show you what's up, and see what your reaction is. Seeing all this stuff your looking at move, causes one to quiver, mumble, and drool. I don't know how they did it, but if I see anything even remotely this good on 16-bit again, I'll need to be institutionalized. I thought the Genesis couldn't handle huge sprites. These are **HUGE**, roaring, 35 jointed beasts, with what looks like rendered lasers and stuff shooting out of their bodies, on a detailed, scrolling background... and there's a ton of 'em! Huh? Can Treasure make birds fly out of my butt too? Anyhow, if you like what you see, let us know, and we'll do the rest. See ya' next month, when I try to sneak you a little *RELAYER* (Landstalker on steroids), by Treasure... of course.. -E





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soldier, Club Drive, Rayman, and many other Jag titles for months now. We play them, get excited over how good they are coming along, and then (based on what we are told) relay that info. to you, thinking that the game is just around the corner. Unfortunately, things have taken longer than Atari thought, and thusly, delays have taken place. At this time however (meaning by the time you read this), AVP should be out and Club Drive, Redline Racing, Iron Soldier, Doom, and Rayman are close at hand. Atari knows about your frustration and is working extremely hard at readying as much software as possible for the fourth quarter. I think that everyone from Atari, to us, to you, has learned a valuable lesson about new hardware; NEVER announce a release date until you are 100% sure that you can make it! Or, at least come close.

As for you Kurt, whoever told you that the Jag was twice as powerful as the Saturn was sadly mistaken. Just because it's "twice the bits" does not mean it is superior. I'd explain, but I really don't want to turn this into a tech speech. Both systems are capable of fantastic things... IN THE RIGHT HANDS. It is not so much the hardware that makes a game great, as it is the development tools, budget, experience, and time a developer has to create a game. All the new systems will have their good and bad games. That's just the way life is. As for Kurt's "big guns", well, those super companies are not always the best way to go. They are somewhat strapped by what they already know will sell. The marketing people have stepped in (way in) and will not allow any risks to be taken. You may find that the truly great games come from the smallest little developers in Europe. Here are some examples; Flink, Mickey Mania, Rayman, Subterrania,

Iron Soldier, AVP, and Alien3. All of those games were developed by small European design houses, some were created by two or three people in a one bedroom flat! Sure, the big guys buy 'em and slap their name on the box... but they don't always make 'em. Oh, and by the way, AM2 is responsible for Daytona on the Saturn, so it's the exception, not the rule. These guys can do no wrong. Don't worry Kurt! What am I saying? You're probably playing AVP right now, going, Post who? That little nubby dweeb... aahhh *%&#@! him. Chow Jag people.

Dear Mr. Postmeister,

First of all, congratulations to you and the entire GF staff for going big-time, you deserve it. We gamers are nuts about our hobby, and you do a great job of bringing us the and most honest coverage of the best games. I am a very picky gamer, and only play games which have both outstanding graphics and good gameplay. I am also a proud 3DO owner who has always remained optimistic about the system's future. (For those who have not yet experienced "Road Rash" on this system... you are missing the best gaming experience of your life.) Yes, 3DO dropped the ball early on with its gameless debut and its early promotions as a multimedia interactive device. Everyone now realizes its power as a pure game machine, and I'm glad to hear that they are listening. With a slew of 32 and 64-bit systems on the way though, I fear that lower prices and impressive games from powerhouses Sega and Nintendo will leave 3DO in the dust. Is the rumor that 3DO is planning an upgrade to 64-bit (via a plug-in card), true? Or are they planning a separate system as an upgrade? I like to be on the cutting edge of next generation gaming, but at what cost? Thanks for the most

complete 3DO coverage anywhere, keep it up.

A dedicated GameFan
Pierre Edward Yap
Layfayette, CA

Dear Pierre,
Pierre, Pierre, you French do worry so. Hey, wait a second, you're not French!... Yap? what the heck is a Yap? Just Kidding, I like that name. Hey would ya stop Yappin! Sorry, I bet you get a lot of that. Don't worry, the 3DO isn't going anywhere! Haven't you heard about the Bulldog? (see page) I think maybe the other guys should start worrying. 3DO's are down to \$399 and a ton of good software is hitting right now. Is Road Rash not the man's game I ask you. Such a gem. I must go play.

Dear Postmeister,

First of all, I'd like to congratulate you guys for writing a great mag. (On second thought, since my brother doesn't snip it to pieces like he usually does with the other game magazines I buy, your magazine is ABSOLUTELY TERRIFIC!!!).

Okay. All I have to say is, "Why can't Sega/any-other-company, I-don't-give-a-darn-who, translate all those absolutely wonderful Japanese RPG's into English?!" A lot of us gamers here in Malaysia LOVE RPG's - and since we don't know how to read Japanese... you get the picture. Most of us would just have to wait, and wait and wait for all these RPG's to be translated, while some of us die-hard RPG freaks would just go ahead and do what I do - go ahead and buy 'em! (Right now I'm playing Yu Yu Hakusho with the aid of a Japanese-English dictionary) Unfortunately we don't really understand Japanese, so we can't get anywhere in the game, no? Sigh...

Enough of that. By the way,



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TRY OUT A DEMO ZONE!



Hello, die-hard game fans, and welcome to the latest installment of Other Stuff...

IN NINTENDO NEWS...

First of all, Nintendo will not be releasing a 32X-type add-on for the SNES. Instead, at a recent developers' meeting the big "N" announced that any developer would be able to use their new 16-Bit or 32-Bit co-processor (The power of the CPU is still undetermined) that is built into cartridge just like a Super FX chip. This new CPU will run at a rapid 10 MHz, plus it's also capable of parallel processing with the SNES CPU... so basically the SNES can now run at 14 MHz instead of its regular puny speed, 3.58. Another cool thing about this new chip is that 3D, scaling, rotation, and texture-mapped polygons are now all possible, and any software maker can use this new chip because of its amazing price, \$2,000! Compare that to the Super FX chip which costs about \$8.00. Companies using this new chip are as follows - Electro Brain, Konami, Rare, Nintendo, Seta, and possibly Takara.

ON THE ULTRA-64 FRONT...

I recently had a chance to talk to one of the engineers at Silicon Graphics who is working on **Ultra-64**, he says that the Saturn and Sony machines pale in comparison. He said that Sony's machine is incredible for 3D games, but for 2D it's "really horrible." As far as the Saturn is concerned, he said that the Saturn is the best for 2D, but in the 3D department Saturn pales. He also said Ultra-64 can do 3D better than anything you've ever seen before, and 2D... Well, when Mario V comes out next year you can be the judge. I then managed to get some top secret info regarding Ultra-64. I am pretty sure everybody knows by now that Ultra-64 will be the only machine with real-time anti-aliasing, but what nobody else knows is that Nintendo's Ultra-64 will be the only hardware with "real-time ray-tracing." The real-time ray-tracing will run at 32 frames per second, 65,000 colors, and at a resolution of 640 x 480. If you don't know what this means, don't worry, I'll explain. Remember *Blade Runner*'s incredible computer graphics in the city, the parts where the car is flying through the buildings at night? On Ultra-64, since the system has real-time ray-tracing, you'll be able to travel through a city with that those graphics, but instead of being on a set course you could go anywhere! In other news regarding Ultra-64, if you read last month's Other Stuff you know that *Turok the Dinosaur Hunter* was being developed for the Ultra-64 by Sculptured Software. Some things have changed. Iguana Entertainment is now doing the game, and it'll be finished by the summer of '95 and should be on sale by the end of '95.

NOW FOR SOME ARCADE NEWS...

Next week on September 22nd through the 24th in San Antonio, Texas the AMOA show will be happening. This is the twice-per-year coin-op show that everybody who's anybody will be attending. This is what's going to be there... Taito will be showing their new "Cyber Core System," a 32-Bit machine that's cartridge based like the Neo-Geo. The first games that will use this hardware will be *Global Champions*, a fighting game with nine selectable characters, *Bubble Symphony*, the sequel to *Bubble Bobble*, *Hat Trick Hero '94*, a soccer game, *Darius 3*, the sequel to one of the best shooters ever made, and *Operation Wolf 3*. SNK will be showing *Power Spike*, *Ninja Gaiden*, *Bust-A-Move*, and *Samurai Showdown 2*, which can be seen in this issue of *GameFan*. Sega will be showing *Virtua Cop*, *Wings of War*, *Desert Strike*, a new soccer game, a new basketball game, and *Virtua Fighter 2*, which can also be seen in this issue. Bally/Midway will be showing *Cruis'n USA*, *Revolution X*, maybe *WWF Superstars*, and *Killer Instinct* which is now complete and will be in the arcades in mid-October, and not November 14th as previously mentioned. Atari will be showing *T-Mech*, a *Cyber Sled* type of game, and Namco will be showing *Ridge Racer 2*, which is now 2 player.

IN SEGA NEWS...

If you've seen the pictures in this issue of *Virtua Fighter 2* and you're wondering when the home version will hit... I've already heard from good Sega sources that VF2 will be available for Saturn in September of '95 in Japan. No word yet on a US version, but I expect it around the 1st quarter of '96. There have also been rumors that *Sonic 5* is about 10% complete for the Saturn and should be available in November of '95 in the US and Japan. Sega sources have also told me that the virtual reality head set, which was never released for the Genesis, is now being converted for use with Saturn. They also said that it might even be released when the Saturn debuts in the US... May '95. Another company hard at work is Iguana, who've just finished *Aero 2* and *Zero for Sunsoft*... they're also working on Saturn now. They have just begun *Batman Forever*, which is going to utilize SGI graphics, as in *Donkey Kong Country*, and there will also be 3D levels. They are working on NBA JAM Tournament Edition for the SNES, Genesis, 32X and Saturn as well. The 32X and Saturn versions will be available in the Summer of '95. The last thing I've heard regarding Saturn in America is that there will be a 68000 processor built into the American Saturn, and that the 32X will plug right into the cartridge slot. I've also heard of a Saturn-to-Genesis adaptor, ala the Power Base Converter.

NOW FOR A BIT O' SONIC...

Malibu Games is hard at work developing titles for the PS-X. Their first titles will be *Battle Tech* the Arcade Game and a boxing game. Both of these titles will be available in the 4th quarter of '95. I also had a chance to talk to a person who has seen *Ridge Racer* for the PS-X... he said that the game is about 98% exact to its arcade counter-part. As far as MK3 is concerned, people inside Williams have told me that almost everybody who starred in MK2 have quit. Yes, it's true and that sucks, but hey... Williams wasn't paying them enough, so I guess they have their reasons. On the lighter side, I did hear that MK3 will begin testing in some arcades in January of '95, so prepare yourself AGAIN... MK3 is almost here! Last but not least I have heard, from very good sources, that *Primal Rage* might be appearing on not only the Jaguar, but the Play Station and 3DO as well! That's it for November, see you next month!



FIRST PIC'S!

Here are the first shots of *Space Harrier* for the 32X, feast your eyes! We'll have more on SH-32X next month.



CAN IT BE...FINALLY?



Yes! We should have a preview of SETA'S NOSFERATU in our next issue. What we saw on the preview tape we received this month is nothing short of 16-bit perfection. This could be one of the top SNES games of all time!



BE ON THE LOOK OUT FOR SCAVENGERS...

You know us here at GF, we see a talented development house and we immediately alert the gaming world. Here is another one to add to the list; (the list being Treasure and Shiny) Scavenger. These are companies that go their own way. They don't use design documents and they won't make a game unless it kicks butt. They make 'em and they sell 'em. Scavengers latest works include, Sub-Terrania and Red-Zone. They are currently working on Batman Forever for the 32X and 'Nitro-Wrecks' for the Genesis. 'Nitro Wrecks' features a frame rate of 30 frames per second, 3D modeled cars, 100% realistic looking explosions, and side-scroll levels with six layers of scrolling! To see it, is to believe it. The best racing game EVER for the Genesis?... by far!! As far as 32X development goes, Daniel Small and Christian Laursen assured me that their 32X games will look better than most Saturn games. After seeing the demo they brought over, I totally believe it! Look for a 'Nitro Wrecks' preview next month.



Police Notes

MEGA...STAR!

OK, so a lot of video game characters have made the transition from games to TV. But this is Mega Man, a character who has truly stood the test of time.

Besides his upcoming cartoon debut, Mega Man also has two more games coming in the immediate future; Mega Man World for the Genesis, and Mega Man X-2 for the SNES. MM World features 16-bit versions of parts one, two, and three, along with a surprise fourth game. Mega Man X-2 features a DSP chip, making it the first side scroller to use the chip! We'll have more on both games next month. Also, look for Mega Man licensed products, from trading cards to apparel, and TV episodes on VHS, to hit stores early next year. All this and a major motion picture! Capcom must be a mad house!



VR Dragon Wars

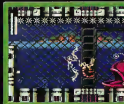


Tetsujin Returns

THIS JUST IN! NEWLY ANNOUNCED TITLES FOR THE IMPORT 3DO!

KONAMI'S POLICE NOTES. THE SEQUEL TO THE INCREDIBLE CYBER-PUNK ADVENTURE-SNATCHER (AVAILABLE SOON ON SEGA CD-SEE PG. 62) IS COMING TO THE 3DO!

ALSO ANNOUNCED ARE VR DRAGON WARS BY SALA, AND THE SEQUEL TO THE AWESOME DOOM STYLE ADVENTURE TETSUJIN: TETSUJIN RETURNS. LOOK FOR MORE ON ALL THREE NEXT MONTH IN GF32.



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From a deep cave somewhere in Agoura, it's...

THE POSTMEISTER



Dear Postmeister,

I would like a bit of information on Atari. I purchased a Jag. in March while looking at tentative release dates for games around May or June. It is now August and about the only game to trickle out so far is Tempest 2000. I was able to get a copy of Wolfenstein 3D but not without a lot of trouble. I have since heard that only 500 copies were released nationally. Now don't get me wrong, I am by no means knocking Atari or the Jag., and am aware that it is not all Atari's fault. As a matter of fact, I have found the Jag. to be an excellent machine, and would like nothing more than for Atari to become a powerful presence in the video game industry once again. I am also aware of the fact that new systems need time before the games start coming out, but it's been almost seven months. This leads to my question, what's up with Atari? Is Atari waiting until Christmas to roll out the Jag. nationally, or are there problems? If Atari is having problems, what are they? And I suppose the most pressing question, am I sitting on a dead system? Love the mag. and would appreciate the info.

William Busse
Charlotte, NC.

Dear Postmeister,

I'm one confused kid right now. Several months ago, I read your December issue (the one where you guys praised the

Jaguar, and since I trust your opinion, I bought one). When I got one in February, I took it home, hooked it up, and played Cybermorph. My sister and her boyfriend both said they couldn't see the difference between it and my Sega stuff. I kept in mind that neither were very knowledgeable about this sort of thing, but, nevertheless, it got me thinking. I know that Cybermorph, Wolfenstein 3D, etc..., are first generation games, but, some other system's first generation games on 32-bit look better than the Jag's. When I saw screen shots of Daytona on the Saturn, I started gettin' a little pissed. The Jag's supposed to have TWICE the power of the Saturn. Please tell me that I didn't buy the wrong system. To think that I might have thrown \$250 down the drain doesn't appeal to me.

The Jag. CD is an interesting proposition. The CD drive would put the Jag. on equal memory ground with the Saturn. Would this machine, with the extra CD processors, kick Saturn's butt once and for all?

Now, games. The Saturn has 300 companies that signed on to develop. All of these companies might not get around to making games but, what about the Jag? When are they going to get some of the big guns (i.e. Capcom, Konami, Bally/Midway, EA, etc...)? These companies would really help the Jag's sales. Yesterday, I dug out my old Atari 7800 and looked at an

old ad poster that had many of the upcoming (now gone) games that were coming out and what company was making it. I saw many companies that are big names now, such as EA, Nintendo, Williams, and several others. Anyway, I wish that at least some of these old companies would go back to developing for Atari.

Atari once dazzled me with their 8-bit games. I now hope they'll dazzle me with their 64-bit games. I really hope that the Jag. and Jag. CD take off.

A confused and concerned gamer,
Kurt Messner
Mechanicsburg, PA

P.S. I'd like to know as much as possible about Atari and their competition (developers, games, systems sold, etc...). I'd also like to know which system, that is available now to December '95, is the best system to own. Thanks for everything. Remember, we all value your opinion!

Dear William and Kurt,
Actually, this reply is to all of you loyal (and by now, patient) Jag owners out there. I must have received two-hundred or so Jag letters this month. It seems that you all like the system (most love it) but you have had enough of the waiting game. I can't say that I blame you. I feel that we are partly at fault. You see, we've had version after version of AVP, Iron

you Americans are lucky. In your country, the Jaguar and the 3DO are released... here? Nooooo - nothing!

Reona F. Abd. Korin
Malaysia

P.S. My sister's 25, into video games and she thinks you're 'ho yau yeng'. Interested? (Translation: macho, good-looking, stylish, etc...)

Dear Post-Up

I'm 23 years old and have loved video games since the first grade. I enjoy reading your magazine, especially when it comes to the new 32-bit systems. I'm also female, and may surprise many of you that I love games! I own a Genesis, Sega CD, and a Super Nintendo. I wish to purchase the 32X as soon as it is available. First, are there any RPG's that will be available for the 32X? Any arcade translations? I hope you will provide more info. on this. Exactly how much will the Saturn cost when it is released? What is the release date? Keep up the great work!

Knock 'em dead!
M.D.P
Bronx, NY

Dear Reona and MDP,

(and RPG players everywhere)
I am sorry to report that a Sega of America rep. has told me directly, they are not interested in pursuing the RPG market. They believe it to be too small a niche. PS4 has been delayed until Feb. '95, and don't expect to see a lot of role playing (especially imports) in the future. Yep, the marketing surveys (you know, the ones that people with lives discard) have won the day at Sega. They really think it worked. I guess that's why cart sales are in the toilet. Dinky focus groups made up of small children who buy a couple games a year have sealed

our fate. We are no longer being considered for a membership in Sega's club. So lets just stop asking. It ain't gonna happen. All I know, is who ever does listen to us, is going to be a HUGE success! Sega thinks you'll dig those full motion flyers on your 32X... WRONG!!

P.S. - You know, Reona, Malaysia sounds like a drag... take a shopping trip to the U.S. You may have to wear body armor, but we have great malls! As for you... MDP, Mary Diddy Poo, my delicious pumpkin, more donuts please, am I getting warm? I don't know of one true RPG announced for the 32X. Like I said, SOA is not interested. As for arcade translations, that is a different story. Virtua Racing, Super After Burner, and Star Wars will kick it off. I'm sure many more will follow. You should start 'The league of women gamers'... where are you guys? We need dates that like to stay indoors and play on the rug... with joysticks, er, I mean controllers.

Dear Postmeister,

You guys kick butt! So much that you sometimes mistakenly kick yourselves. This letter has a .00001% chance of being actually printed and probably even less of a chance of being answered (my two previous letters were not). One thing remains that has been constantly bothering me. You constantly preview games - say you'll review them - and never do. Do these games not meet your standards? I think not! Here are some example of awesome games previewed, yet, never reviewed: Mansion of Hidden Souls, E.V.O, Spike McFang, Beyond Shadowgate, and many others. Another reason is that, for no reason, you sometimes drop a system without warning. One issue it's having two-to-three games reviewed, the next, kaput! Remember the Turbo Duo? Remember Lynx?

Anyway, I shall now ask for aid, braving the wraith of Team GameFan (by now you probably want to run me over with your postal 4x4). But I am in need of the opinion of experts from my favorite yet relatively new mag., among the seven I read. If you've read my previous letters, you know I am an avid RPG player, cuz' I'm crazy about them pardner. Ever since Adventure for the 'ol 2600, I've been hooked. So please, my idol, E. Storm and wise-but-now-simmered-down Postmeister, please come to my aid. I have a Jaguar with Dino Dudes and Wolfenstein 3D, both are awesome, but I crave RPG's and I can see only Dungeon Depths in the future (which is so far off, it's beyond any pix of the actual game). But the 3DO has Alone in the Dark with Tetsujin, Guardian Wars, and Dr. Hauser in its near future. I have an old buddy who'll trade his 3DO for my Jag, and its two games plus a little cashola. So please hear my plea! Should I suck in my gut and brave the unknown with my Jag, in hand, or dive into the new, clear, game-filled world of 3DO in my eternal quest of the next level RPG's? Help E. Storm and Postmeister... You're my only hope.

GameFan forever or bust,
J.R. Domingo
Dallas, TX

Dear J.R.,

The reason that we skip on certain reviews is because sometimes we do not receive a final version, before a game is released. And once it's released, what's the use in reviewing it? I think some companies do this on purpose. Since we will bag heavily on a bad game, they simply cross us off of their final ROM list. Once in a while we receive something big at the last minute, and might bump an average game, that

can happen too. We also dread playing bad games, we really try and stick to the good stuff. If you NEVER see a game here chances are it's a real stinker. The games you mentioned are all average at best. As for the Lynx... what games? The same applies for the Duo... it's over pal. We try to get to the good PC Engine stuff for that system's still loyal following. In fact, we just hired a guy who loves the thing, Nick Rox. He'll save you there. As for your trade, well, RPG's on the Jag are as scarce as new releases for the Lynx, so, the trade may be the way to go. The 3DO seems to welcome the category with open arms. The 3DO is also big in Japan, and you know what that means... RPG's will flow! Panasonic seems to really like bringing out the import stuff too! If the 3DO becomes the RPG system, Storm may explode with joy-joy feelings. I wouldn't want to be anywhere close... Now, as for running you over... where is it that you live, Texas? I'll pass, I hear them Cowboys can be fierce little boys.

Dear Postmeister,

As we all know, Nintendo has been playing it safe as the "family company" for the lifetime of the SNES (no blood in MK, etc.). Now that Nintendo has the brilliant "Play it Loud" ad campaign up and running, are they turning over a new leaf? Leaning more towards older players? I know that they still have, and will continue to have, kiddie games, but Beavis and Butt-head and a gore-filled MK2 has to mean something! Right?!

It seems to me that the hands are changing. Sega is taking this GA rating thing WAY out of hand and their ads aren't as "loud" as they used to be. Whereas Nintendo has "Play it Loud". I hope you can straighten this out because for all I

know I could be wrong!

Shawn Sackenheim
Westchester, OH

P.S. Thanks for not making a separate mag. It shows you really care about us gamers! Thanks Again!

Dear Shawn,
While the SNES version of Beavis and Butt-Head is totally tame compared to the Sega version (in the Sega game they burp and fart) Nintendo is loosening up quite a bit. If a Sega game has blood, the SNES one will too. When it comes to bikini babes though, something both companies have always shied away from. (Sega neutered Streets of Rage and Nintendo ousted the Final Fight babes) the jury is still out. With 32-bit being so realistic, I'm wondering if the whole spurting blood thing will go away. These days it seems that too many designers are using blood to sell games, and that is very sad. I hope both companies use their new freedom to make RPG's with real drama, and realistic blood, where it is needed for dramatic effect. Young adults play games too, and it's about time we got some recognition, don't you think? Throwing blood everywhere is more of an insult to our intelligence than anything else.

As far as the "Play it Loud" campaign goes, I think Nintendo has gone overboard. Pictures of juvenile delinquents flashing wildly between one second game clips to crappy grunge tunes, are not what gaming is all about. I doubt those monkeys play Nintendo games. They are trying TOO hard to gain acceptance. "But the MTV crowd is so huge"... they think. Oh, and they love video games, right? Lets see, Rap... Final Fantasy tunes. Seventies music, clogs and bell-bottoms... high tech hard-

ware and techno. Oh ya, I see the connection. Will this industry ever really wake up? On the commercial front, Sega still has 'em licked. Seen the one with the fly in it yet? The fact is, if Nintendo abandons games like Link, Metroid, and Star Fox, non-violent games that have global appeal, they'll sink like a rock. Lets not egg them on too hard. MK and Doom are well done and are the exception to the rule. these games themes are total fiction. When I see games like Kasumi Ninja, where you tap a guy on the ankle, during a martial arts match, and a pint of blood pours out, it makes me ill. I just hope this whole blood thing doesn't blow up in our faces. Give me a good RPG, Shooter, racing game, action platform, or a fighter like Darkstalkers (the ultimate fighter by the way) any day, and I'll be a happy. Wow, a two hundred word letter and a four hundred + word reply. I should go. I'm beginning to get disgruntled. I'll see you all next month... well, I won't actually SEE you... good-night.

Write to me or I'll run you President!

Who's Smoking

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WOLFINGER'S WALL



HEY, Welcome to the wall. It's just waiting to be splattered with your art. That's right kids, no longer are you restricted to just plain old envelopes to use as your canvas. If you're more comfortable drawing on paper or cardboard or rice paper, or **WHATEVER...** Just go nuts (as long as you keep it around 8 1/2"x11"). So keep that original artwork coming in, and maybe you too can win an original ink board from **"THE ADVENTURES OF MONITAUR"** Comic book signed by yours truly. Let's show those other mags who the real artists are.



Jamie Minett of Oshawa, Ontario wins the prize with this way cool Donkey Kong Country, "The Envelope". Excellent work!



Jennifer Seng of Westborough, MA, obviously loves Street Fighter (and she can draw too).



Greg Colton, of Deerfield, IL, helps EWJ to blow away the competition with this WACKY WACKY drawing! You're a kook babel!



Nathan Daniels (Aka Spot), of Portland, OR, brings us right into the game with this EWJ drawing. Oh yeah!



L.M. Gotham of Oceanside, CA, sends us this Xceptional piece of art.



Crystal Rivas, of Fort Worth, TX, shows the peaceful side of Chun Li.



Stephen Okasaki, of Elk Grove, CA, sends us this finely painted SOR3 poster. And look! He's holding our mag!



Marcin Dyla, of Concord, CA, pukes blood for fun!



This one is from Eric McIntosh of Allyn, WA. Nice technique and use of water color.



F.R. of unknown origin, literally explodes with artistic ability.



Wen Jin Chen of Brooklyn, NY, gives us a mighty fierce vision of Dragon Ball Z



Another DBZ fan is David Chang of Brighton, MA. This drawing really captures the energy, Good Stuff!



Number three in the DBZ collection this month, comes from Kuan-Chin Liu of Orange, CA, very fine work indeed.

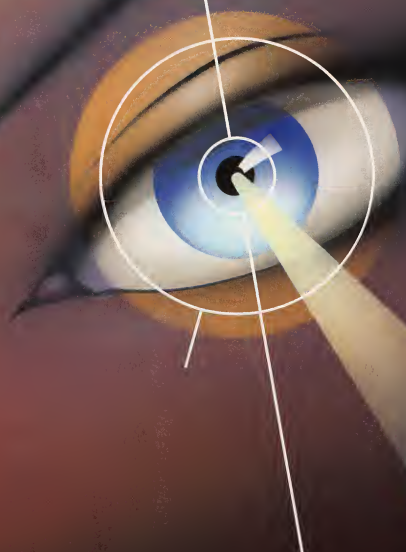


Matt Harback, of Carlisle, PA, contributes to the wall this groovy version of the Postmeister on his way to YOUR house! Cool drool man...



Ahmed Chaudhry of Corona, N.Y., shares this bizarre sports fantasy where one day all athletes will be Moniteurs!

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 E. Coyote.

BILL TROUBLE got you down? Get in touch with the bill expert. Contact Daffy Duck on Game Boy.

MUSKET FOR SALE. Used only for twacking wascally wabbit in Bugs Bunny Rabbit Rampage. Vewy, vewy quiet. Contact Elmer Fudd.

FOR SALE, P38 Space Modulator. Ideal for global destruction or livening up parties. Goes over great with the chicks or in Daffy Duck The Marvin Missions. Contact Marvin the Martian.

BLE PET-SITTER. Will d care for small pets u're away. Reasonable s my specialty. Trust 'weetin' Pet Service. for Sylvester.

NTED. Big ing to travel. y life. Call



SINGLE BLACK CAT
 seeks small yellow bird for meal-time companionship in Sylvester & Tweety. Must have good taste. Contact Sylvester.

PORTLY SWINE
 looking for vacation p-p-p... vacation p-p-p-part... vacation p-part... traveling companion for Porky Pig's Haunted Holiday. Must bring pillow. Contact Porky Pig.

PLAYERS NEEDED for two-on-two pick-up game. Must enjoy pies in the face. Contact Looney Tunes B-Ball.

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HOLLYWOOD STAR

"ACME ANIMATION FACTORY" TURNS CARTOON WORLD ON ITS EAR!

by **Howmuchdoes A. Hemmingway**

Is it the most massive mix-up in Looney Tunes history? Or have a million masters of animation suddenly surfaced? The answer can be found in new **Looney Tunes Acme Animation Factory**. It lets anyone create their own Looney Tunes cartoon adventures!

Sources at Sunsoft, makers of the **Acme Animation Factory** game for Super NES, confirm that new Looney Tunes cartoon animators are suddenly springing up from coast to coast. This development has fueled speculation that **Acme Animation Factory** is more than an ordinary video game. It appears to be something so new and different, it's unlike anything ever seen.

In an exclusive, undercover investigation, this reporter has learned that **Acme Animation Factory** gives you the to design, paint and just like a professional.

So you can create Looney Tunes cartoon adventures on your Super NES — and save them to watch at any time. You'll choose from a full menu of scenes and characters, or even draw your own. Plus, you can



color your creation any way you want, then add titles and create music! It even gives you the choice of using a controller or the Nintendo mouse.

Looney Tunes spokesperson, Bugs Bunny refused to comment at this time. However, Taz did

agree to issue the following statement, "Graaaaaarwww ooooga rawwww ugh blaaa froooooong!"



Then he ate my note pad. Is **Acme Animation Factory** responsible for creating a whole new generation of skilled cartoon creators? The only way to know for sure is try it and literally draw your own conclusions.



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The long you play, the more you...
you...
froooooong!
Then he ate my note pad.
Is Acme Animation Factory responsible for creating a whole new generation of skilled cartoon creators? The only way to know for sure is try it and literally draw your own conclusions.
The Looney Tunes features all your favorite characters: Bugs Bunny, Porky Pig, Sylvester and Tweety, Elmer Fudd. And Daffy Duck himself. The Acme Animation Factory just the carrot on the...er...New mind.

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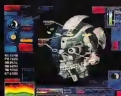
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ashes of the Alien War. All that stands in your way are hundreds of mutant cyborgs bent on turning you into chopped liver. Pick any one of 4 elite commandos and battle your way through 12 levels of pain and doom. Each path you choose leads to a feeding frenzy of destruction. Confront



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Mommy before level 2. Jack into Konami®'s Contra Hard Corps. But, before you do, leave behind your dental records. It may be the only way to identify you.



Ham out Contra - The Alien Wars™ for your Game Boy.



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Maybe
I should
have played
checkers
instead

GO WEST Y AND BLOW AWAY AN



In the Old West, gun fighters let their guns do the talkin'. Now you can pack one that just won't shut up. **Lethal Enforcers™ II: Gun Fighters™**. It's all the



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And, if you're still standin', empty your shotgun into an evil shaman and his band of creepy,



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skeletal ghouls.
Never mind the
stench, son.

So reach for your
guns and see if you
got what it takes to
make Deputy,



Sheriff or U.S. Marshall. But
watch yourself, pardner.
'Cause You'll need a sharp
eye and a quick trigger finger
to dodge all them flaming
arrows, cannonballs, skulls,
tomahawks and powder kegs



those crusty varmints
are a-throwin' your way. And
mind the innocent townsfolk
and Holsteins. Shooting them

will cost you.

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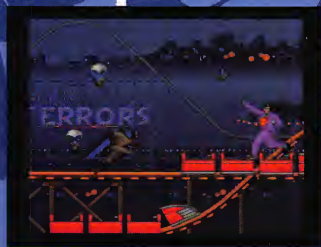
Is this the game or the TV show?

And he's not talking. So you'll just have to find out for yourself in Konami's *The Adventures of Batman and Robin* video game. The new 16 meg blockbuster for your SUPER NES®. Plunge into the underworld of Gotham City and battle the Dark Knight's archenemies through 8 sinister levels. Each based on actual adventures from the animated TV series. Strap on Batman's utility belt and choose his weapons wisely. 'Cause you'll need more than fast fists to make it to the next crime scene alive.

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BEAST



CYCLOPS



MARVEL
COMICS

X-MEN

MUTANT APOCALYPSE

I did NOT expect an X-Men game to be this good... but only because of how lame the previous X-Men carts were. Once again Capcom takes an American license and kicks butt with it. In the SNES version of X-Men, you can take control of Cyclops, Wolverine, Psylocke, Beast or Gambit. Depending on which mutant you choose, you're sent to a completely different level. Then, in true Capcom style, after finishing all five basic levels the final challenge awaits. The keenest thing about X-Men, however, is the Street Fighter II-ness of it all. Each character has special moves that are done with SF2 commands, and the whole game just FEELS SF2 - the characters are huge, the meaty sound effects are straight outta SF2T, and you'll even find yourself pulling off combos! We'll have more info on X-Men next month. Now I can't wait for the fighting game! - Nick Rox



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